

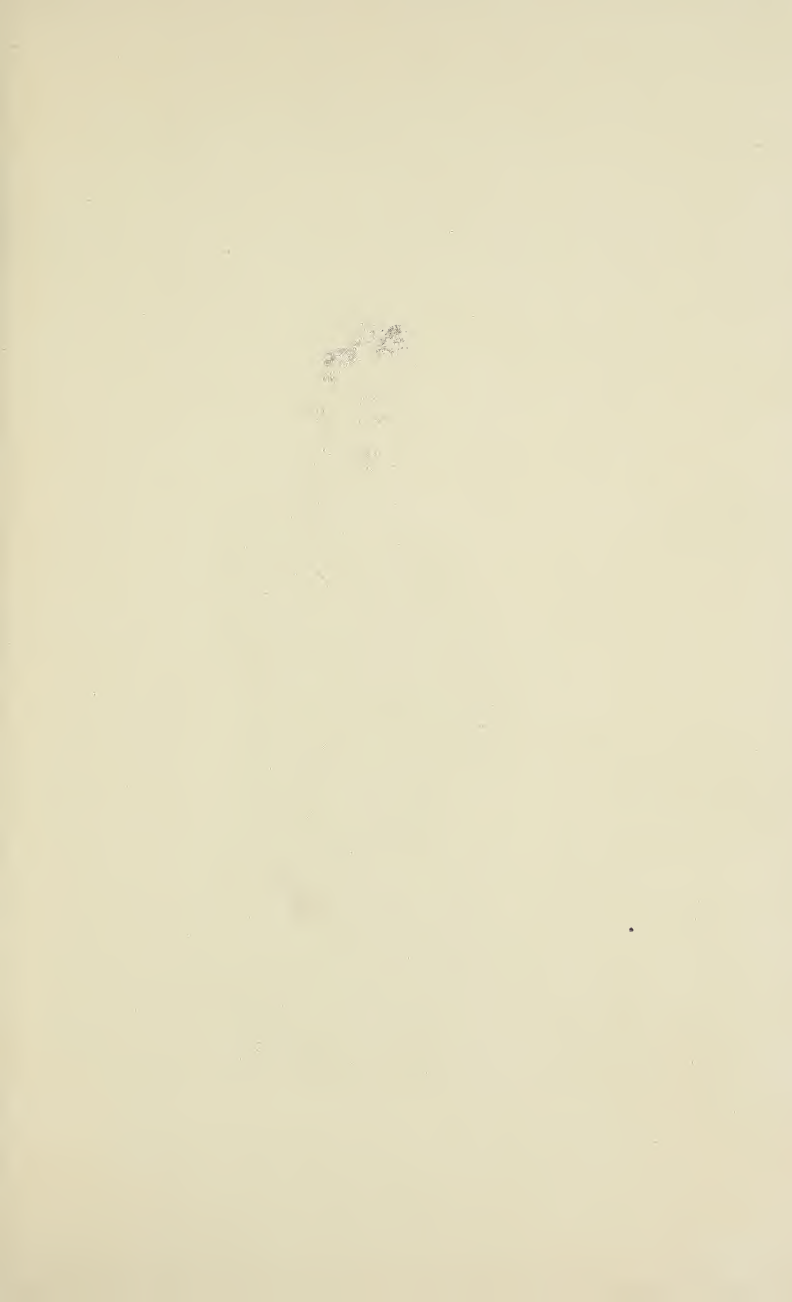
GOLF FOR WOMEN

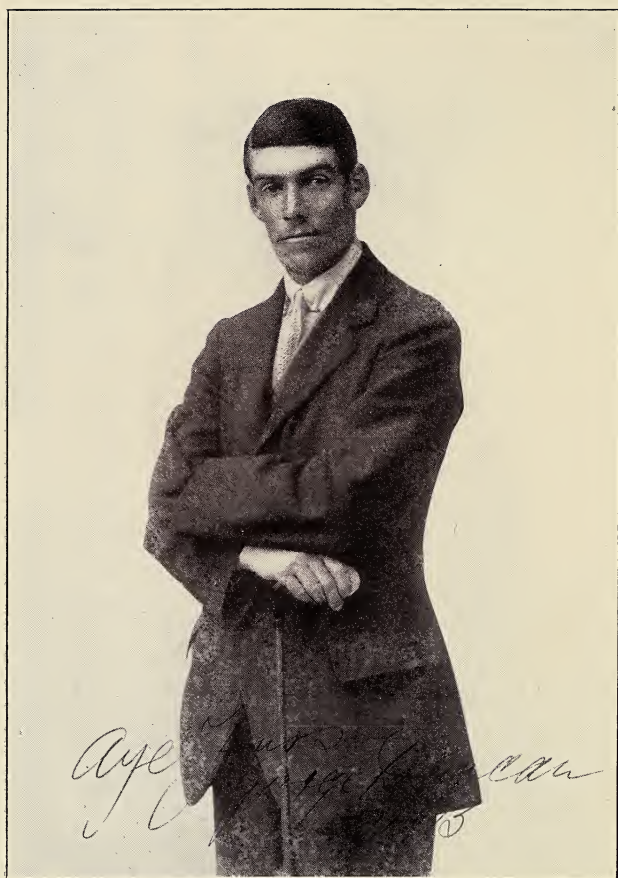
BY

GEORGE DUNCAN



GOLF
FOR
WOMEN





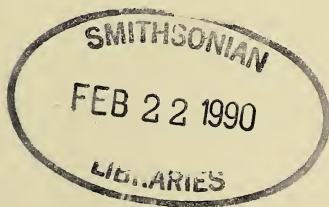
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GOLF FOR WOMEN

BY
GEORGE DUNCAN

[ILLUSTRATED]



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PREFACE

THAT golf is being taken much more seriously by women than was the case a few years ago, is shown clearly by the ever-increasing number of women golfers, and by the marked all-round improvement in their play. Some suggestions, then, from one who has made a special study of the game from the woman's point of view, as to how to avoid the chief faults which hinder the progress to the scratch mark of the ambitious player, may be welcome.

It would be useless to deny the fact that the average woman must always be at a disadvantage in the game of golf when compared with the average man.

PREFACE

She must necessarily be inferior at golf, as at other outdoor sports, by reason of her slighter physique. This cannot be disputed ; but I believe that the difference in the standard of the two sexes at the present time is wider than can be accounted for by this natural disadvantage.

Woman's limited success at the present time is undoubtedly largely due to the fact that she has not yet mastered the art of holding her clubs properly. This is the weakest spot in the woman's game, even among first-class players who are on or near the scratch mark, and who have distinguished themselves in the various Championship events. There is hardly a single player above criticism in this respect, though Miss Mabel Harrison, in my opinion, comes nearest to the desired

PREFACE

goal. When women have conquered this weakness, men players of the same handicaps will find it as much as they can do to concede a third, instead of the half that is at present customary.

Naturally, however, there are other matters that demand attention. In the following pages, I have explained the principles which experience has shown to be of the greatest utility in the playing of golf under modern conditions. They are adapted particularly for the guidance of the woman golfer, and I can only say that they comprise the advice which I would give to any such player whom I had to instruct in the game. In all humility, I think they may be helpful.

C. G. D.

Hanger Hill.

CONTENTS

CHAPTER	PAGE
I. ON MAKING A BEGINNING -	3
II. GRIP AND STANCE - -	13
III. THE SWING - - -	25
IV. WOODEN CLUB PLAY - -	37
V. IRON CLUB PLAY - - -	47
VI. THE MASHIE - - -	59
VII. THE NIBLICK AND BUNKER PLAY - - - -	71
VIII. PUTTING - - - -	81
IX. DIFFICULT SHOTS AND HOW TO EXECUTE THEM - -	91

CONTENTS

CHAPTER	PAGE
X. COMMON FAULTS AND HOW TO CORRECT THEM - -	103
XI. SPECIAL HINTS FOR THE SCRATCH PLAYER - -	113
XII. COMPETITION PLAY - -	123
XIII. METHODS OF FAMOUS PLAYERS	133
XIV. SUITABLE COURSES - -	147
XV. CAUSES OF FAILURE AND THEIR REMEDIES - -	157
THE RULES OF GOLF - -	175

LIST OF ILLUSTRATIONS

THE AUTHOR - - - - -	<i>frontispiece</i>
A PERFECT "TWO-V" GRIP. MRS. F. W. BROWN - - - - -	<i>facing page 14</i>
AN ADMIRABLE EXAMPLE OF AN OVERLAPPING FINGER GRIP - - - - -	<i>facing page 14</i>
MISS MABEL HARRISON, THRICE CHAMPION OF IRELAND - - - - -	<i>facing page 16</i>
THE PULLER'S GRIP - - - - -	<i>facing page 18</i>
THE SQUARE STANCE. MISS MURIEL DODD, LADY CHAMPION, 1913 - - - - -	<i>facing page 20</i>
THE OPEN STANCE. MISS CECIL LEITCH, WINNER OF "GOLF ILLUSTRATED" LADIES' CUP - - - - -	<i>facing page 22</i>
A PERFECT SWING. MISS MURIEL DODD, LADY CHAMPION - - - - -	<i>facing page 32</i>
FINISH OF UPRIGHT SWING. MISS GLADYS RAVENSCROFT - - - - -	<i>facing page 34</i>
A FULL FINISH TO A FLAT SWING. MISS CECIL LEITCH - - - - -	<i>facing page 44</i>
TOO MUCH FOLLOW-THROUGH WITH THE IRON - - - - -	<i>facing page 48</i>

LIST OF ILLUSTRATIONS

- THE IRON. FINISH OF THE THREE-
QUARTER SHOT - - - - *-facing page 56*
- AN IDEAL FINISH FOR THE BACK-SPIN
SHOT WITH THE MASHIE. THE FACE
OF THE CLUB IS SQUARE TO THE
HOLE. MRS. CRAWSHAY WILLIAMS - *-facing page 62*
- WRONG FINISH TO BUNKER SHOT - - *-facing page 72*
- CORRECT FINISH TO A BUNKER SHOT - *-facing page 73*
- MISS CHUBB. RUNNER-UP IN LADIES'
CHAMPIONSHIP - - - - *-facing page 74*
- A GOOD METHOD OF PUTTING. THE LEFT
ELBOW POINTING AT THE HOLE.
HANDS IN LINE WITH PUTTER HEAD.
MISS LILY MOORE, ENGLISH INTER-
NATIONALIST - - - - *-facing page 86*
- A SUCCESSFUL SHOT OUT OF WATER. THE
PLAYER HAS KEPT HER EYES ON THE
BALL AND HAS NOT FLINCHED FROM
THE SPLASH - - - - *-facing page 98*

ON MAKING A BEGINNING

CHAPTER I

ON MAKING A BEGINNING

I HAVE often been asked what is the ideal age at which a girl should take up golf, and I think it should be when she is about fourteen. It is undoubtedly possible for quite small children to acquire a correct swing and to drive a surprising distance in proportion to their height and weight ; but up to the age of fourteen the game for them can hardly be regarded as more than healthy amusement and good exercise in the open air.

At that age, especially if other ball games like hockey, croquet, lacrosse, or lawn-tennis have been played, a girl will

GOLF FOR WOMEN

have developed enough strength to execute the various shots, and to carry out the instructions of a professional teacher. Very rapid progress is often made by young girls with a natural turn for hand-and-eye games, and it is interesting to note that Miss Cecil Leitch made her first appearance at the Open Championship meeting, and reached the semi-final round, when it was held at St. Andrews in 1908. She was then only seventeen. Miss B. May was a year younger when she took Mrs. Cautley to the 19th hole in the semi-final round of the English Championship at Prince's, in 1912. She had previously knocked out Miss May Leitch in the second round and Miss Stella Temple in the third round—two formidable opponents for a young girl. And did not Miss May Hezlet (now Mrs.

ON MAKING A BEGINNING

Ross) actually secure the first championship when she was seventeen ?

I think I need hardly say that it is absolutely essential for a novice to begin the game under the eye of the best professional teacher she can find, and to have a set of clubs chosen by an expert to suit her individual needs. Many a promising golfer has ruined her chances of reaching the scratch mark by trying to learn the elements of the game from relatives or friends who had not been endowed by nature with a gift for imparting their knowledge to people younger and weaker than themselves. It is quite a common thing to see inexperienced golfers trying to use clubs that are too long and too heavy for them ; and the younger members of the family are often expected to make shift with a limited number

GOLF FOR WOMEN

of clubs, some of which may have been cast off by their elders. Under such circumstances it is obviously impossible for many of the shots to be executed properly.

As soon as a player has made up her mind to take up the game seriously, she should possess herself of a full set of clubs straight away. The set should consist of a driver, brassie, spoon or cleek, mid-iron, mashie and putter. When the driver is soled, i.e. when it is allowed to rest on the ground before the swing, the head of the club should lie farther away from the player than that of any other club. The brassie should be a shade less flat, so that the head is a little nearer to the player, and so on with each club in succession, in the order in which they are mentioned above, till it is possible to

ON MAKING A BEGINNING

stand quite close to the ball when putting.

All the grips should be of precisely the same size and not too thick, especially if gloves are to be worn.

The first course of instruction should extend over two months or more, according to the adaptability of the pupil, and at least two lessons a week should be taken, with practice every day if possible in between, while the hints of the professional are still fresh in the mind. This is a very important point.

It is wise to continue playing other ball games while taking lessons in golf, as they all help to train the eye, to perfect the balance, and to acquire the all-important art of timing. Many women do not understand this essential of timing a ball, and as professionals

GOLF FOR WOMEN

practise it unconsciously, they often do not realise the need of explaining that it is indispensable to a correct and successful stroke.

While a course of instruction lasts, match play and competitions should be studiously avoided, as the temptation to make a shot in a bad style that comes easily to the player, for the sake of scoring a point, is nearly irresistible.

The secret of learning to play a consistently good game and of acquiring a graceful action is to aim from the first at the correct style. There are numerous instances of players having worked out some measure of salvation without studying the science of golf. They have reduced their handicaps to single figures after two or three years' play. Having reached a certain point, however, they

ON MAKING A BEGINNING

are more than apt to find themselves slipping back into double figures without any apparent reason for their loss of skill. The moral is that every one should learn to play in the right way from the beginning, as although it may take a little longer to get down to single figures, when this has been achieved the game will never be lost again. It is also important, from the woman's point of view, to remember that it requires much less exertion to hit a ball in the orthodox style than to play it incorrectly, and much unnecessary fatigue is saved in the course of a round.

Although it is undoubtedly a very great advantage to begin golf young, particularly if champion form is to be aimed at, with patience, perseverance and good coaching it is possible to acquire

GOLF FOR WOMEN

a good style and a short handicap even if the game is taken up later in life. Especially is this the case if the player has excelled in other games.

GRIP AND STANCE

CHAPTER II

GRIP AND STANCE

THE grip is the first thing to learn, and the pupil should insist on being taught the overlapping finger grip, even if it is difficult to acquire. Undoubtedly this grip has been the main factor in bringing golf to the high standard of excellence it has reached to-day.

All other ball games are played with a palm grip, which is useless in golf, as it nearly always produces a wooden wrist and a rigid forearm. One has to admit that the palm grip is used by some famous players, including Miss Ravenscroft, Mr. John Ball, and Sandy Herd,

GOLF FOR WOMEN

but they must be regarded as the exceptions that prove the rule. Girls who have played hockey, lawn-tennis, cricket, etc., before taking up golf, naturally adopt the palm grip, as they feel it gives them power over the club. This instinctive feeling must be overcome. The overlapping finger grip will give all the power that is needed, and it has the overwhelming advantage of allowing the player to hold the club firmly without stiffening the wrist and the forearm.

In my opinion, therefore, it is impossible to attach too much importance to this particular point. If the pupil feels doubtful whether she is holding her club properly she should not hesitate to say, "Is my grip right?" even at the risk of seeming tedious.



A PERFECT "TWO-V" GRIP.

Mrs. F. W. Brown.

GRIP AND STANCE

There is another grip called the "two-V" grip, which is also a finger grip, but it has the disadvantage that the two hands are not working as one, and as most bad shots are caused by a loose grip at the top of the swing, it is best to adopt a grip that the player can hold on with till the ball has been hit.

The grip for the driver, brassie, spoon, cleek, full iron shots, and three-quarter iron shots is always the same; so the following instructions apply to shots made from any distance over a hundred yards:—

The club must first be gripped in the left hand, as much in the fingers as possible, with the thumb pointing straight down the *back* of the shaft—not down the *middle*, which helps a slice. Then put the right hand on the club. The little

GOLF FOR WOMEN

finger of the right hand must fit on the knuckle of the first finger of the left hand, as shown in the illustration of Miss Mabel Harrison's grip. The pupil should leave as small a space as possible between the thumb and first finger of the right hand by clasping them as closely together as possible, almost to the tip of the thumb, so that very little of the shaft is visible. If this is done the pupil will then have the club sufficiently in the fingers. The space between the thumb and the first finger forms a small triangle, the top of which should point a shade to the right and should not be quite on the centre of the shaft of the club—if the triangle points too much to the right a pull will result. With a correct overlapping grip the left thumb should be hidden.



AN ADMIRABLE EXAMPLE OF AN OVERLAPPING
FINGER GRIP.

Miss Mabel Harrison, thrice Champion of Ireland.

GRIP AND STANCE

When a shot is to be made within a hundred yards' distance, bring the left thumb a little more on to the top of the shaft of the club, allowing it to point straight down the middle; the right hand should not be altered.

Miss Mabel Harrison has an admirable overlapping finger grip, which is shown in the accompanying illustration. She would probably help her distance if both hands were turned just a trifle to the right. This slight alteration would make her grip an ideal one.

Mrs. F. W. Brown, the English lady champion, has a perfect two-V finger grip; but I consider that this grip has the great disadvantage that the two hands cannot work together as well as with an overlapping finger grip, so I do not recommend it. Even the slightest

GOLF FOR WOMEN

space between the hands gives a tendency to inaccuracy. The great aim in golf is to get the two hands to work together as one.

Another illustration shows the puller's grip—the left hand being too much over, and the right hand too much under, the shaft of the club. This would be quite a good two-V finger grip if the hands were turned a shade to the left. With this grip it is practically impossible to make the ball fly from left to right.

Many women wear gloves when playing golf, but it is best to do without them, if possible. As a rule, people with plump hands find no inconvenience from dispensing with gloves, but thin people are sometimes obliged to wear them. In any case they should be worn regularly or not at all, as the grips of the club



THE PULLER'S GRIP.

GRIP AND STANCE

need to be slightly smaller for gloved hands. Lady champions are seldom seen wearing gloves, though Mrs. Hurd (*née* Dorothy Campbell) uses them.

The next thing to learn is the stance—i.e. the correct position to stand in when preparing to hit the ball. There are two correct stances, the square and the open. In the first the toes are in a line with one another at right-angles with the shaft of the club; while in the open stance the right foot is from 6 to 12 inches in front of the left. I recommend the square stance, as it allows equal freedom in the up swing and in the follow through. The open stance rather tends to make the player lift or swing the club up too straight, which makes the ball go in the wrong direction. On the other hand, the open stance allows more freedom in the

GOLF FOR WOMEN

follow through, but it is important to bear in mind that the follow through is of little use if the club has not been taken back in the right way.

Miss Muriel Dodd, the lady open champion, has a square stance which is to be recommended, but it would leave a small margin for error if the right heel were turned out slightly. Miss Cecil Leitch has a wonderful natural balance which enables her to use an open stance very successfully.

When the grip and the stance have been settled satisfactorily—and it is best not to take too long about it—the player should relax all the muscles slightly. Even players of great experience have an inclination to stiffen all the muscles when addressing the ball, and lack of confidence causes the novice to exaggerate this fault.



THE SQUARE STANCE.

Miss Muriel Dodd, Lady Champion, 1913.

GRIP AND STANCE

The right elbow should just touch the side and the left arm should be straight, but not stiff. The wrists should be dropped slightly, so that the hands are a little nearer the ground than might perhaps seem natural. The hands must be in a straight line with the ball, and the toe of the club immediately behind the centre of the ball. The weight should be mostly on the right foot, with both knees very slightly bent and the right one pointing towards the ball.

Most players find it useful to waggle the club to ensure the free action of the wrists, but two waggles should be enough for anybody. Many people exaggerate this, so it is well to guard against acquiring eccentric habits on the links, as they annoy other players and put them off their game.

GOLF FOR WOMEN

I advise the novice to pay particular attention to her footwear, as this is a very important part of a golfing outfit. Boots should be avoided if possible, as shoes allow freer play to the ankles. The soles must have a fair number of hob-nails in them, but not enough to make the shoes very heavy. In winter, when dew and rain hang on the long grass, rubber Wellington boots are often worn, but the heels must be of exactly the same height as those on the ordinary golfing shoes. The same remark applies to the wearing of rubber-soled shoes in warm weather, as even the small difference of a quarter of an inch is enough to affect the swing.



THE OPEN STANCE.

Miss Cecil Leitch, winner of "Golf Illustrated"
Ladies' Cup.

THE SWING

CHAPTER III

THE SWING

THE true golfing swing is one of the most graceful and characteristic movements in the realm of sport, and I strongly advise every golfer to aim at acquiring a correct and pretty style from the first. Style always tells in the long run, and is even more important for women than for men ; as by hitting the ball perfectly they are often able to make up for their lack of physical strength.

The swing should be a rhythmical movement with a hardly perceptible pause at the top.

GOLF FOR WOMEN

After addressing the ball correctly, with the toe of the club behind the centre of the ball and the hands in a line with the ball, the player is ready to make the up-swing. The reason why I advocate addressing the ball off the toe of the club is that this leaves the arms in an easy and natural position ; and as the club head describes a slightly wider circle coming down than it does in the up-swing—owing to the arms being straightened out a little, as the natural result of hitting—this brings the club head square on to the ball.

The reason for the hands being in a line with the ball is to enable the club head to take the lead and come in a little towards the player. This is most important : inexperienced players have a tendency to start the hands first, with

THE SWING

the result that the hands are still in a line with the club head when it has been taken two feet away from the ball. This causes all the weight to go back on to the right foot, and the balance is lost—in other words, the body has swayed to the right, and as it is impossible to recover the balance the shot is quite spoilt.

The position of the hands just before making the up-swing should be as nearly as possible the position at impact—in other words, just when the club head comes into contact with the ball.

As soon as the club starts on the up-swing—and it ought to be taken up mainly with the left hand—the left heel leaves the ground ; the right hip turns ; and the weight of the body is following

GOLF FOR WOMEN

the club head until, at the top of the swing, the left arm is only slightly bent ; the hands are held high—well above the shoulder—and the club is in a horizontal position : the right knee is straightened through the turning of the right hip, and the player should feel a distinct pressure on the left knee, which should now be bent in slightly towards the right ; she should also feel pressure on the ball of the great toe of the left foot and on the right heel. Pivoting on the left foot must be carefully avoided, as all pivoting should be done from the waist.

These movements must be executed simultaneously and as smoothly as possible, with a rhythmical movement of the club : there must be no jerking or going up in sections.

THE SWING

The player should not loosen her grip at the top of the swing—this is all-important. To get the hands high enough, the wrists must not be allowed to bend down, and they must be kept firm. Players who find it difficult to get the club to the right-angle through not being able to turn the body enough at the waist (and who are therefore constantly slicing) should turn the right wrist in towards the head just before reaching the top of the swing. If all these movements are executed correctly, the player should reach the top of the swing with a perfect balance so far as the position will allow.

Women seem to play golf more naturally than men ; but I find that, as a rule, they have a tendency to over-swing. They imagine that the extra length of

GOLF FOR WOMEN

swing helps them to get distance. As a matter of fact, every inch beyond the horizontal causes loss of power and tends to inaccuracy. Over-swinging is caused by a slackness of the wrists at the top of the swing.

Everything depends on the up-swing : there is nothing the player can do coming down that will remedy any little mistake in the up-swing.

From the top of the swing, sling the club at the ball, letting the weight of the body follow the club head : when the club head is half-way down, the left foot is flat on the ground ready to receive the weight that is immediately to be transferred to it from the right : when the right foot has got rid of the weight the heel leaves the ground, until at the finish of the stroke the club is in a

THE SWING

corresponding position to that in which it was held at the top of the swing: the left foot should now bear most of the weight, and the right shoulder and knee should point directly towards the spot aimed at.

A good follow through should certainly be cultivated, as it is a very pretty action. An admirable finish is shown in the illustration of Miss Jocelyn Jackson—she holds her hands high and has a perfect balance, while the right shoulder points in the direction in which she is aiming.

The swing is the same for the driver, the brassie, and the spoon. The brassie should have a shallower face than the driver, as this helps to get the ball up, and the club being a little more upright, the player is naturally standing rather nearer

GOLF FOR WOMEN

to the ball: this will produce a more upright swing, but the body movements should be made in the same way. The spoon is still a little more upright than the brassie, which will have a similar effect on the swing.

Miss Muriel Dodd has a perfect swing, as will be seen from the illustration. At the top of the swing the club is absolutely horizontal; the hands are high and have a firm hold; and the left arm is as straight as possible.

Miss Doris Chambers—a bronze medalist in the Open Championship of 1909 at Birkdale and a well-known international player—is another very good golfer, with a swing on the short side, which is caused by the left knee being bent outwards, instead of being turned in slightly towards the right.



A PERFECT SWING.
Miss Muriel Dodd, Lady Champion.

THE SWING

Miss Gladys Ravenscroft plays off the right leg with a fairly upright swing and is a very powerful hitter. The ball has a tendency to run to the left after its pitch, which is caused by the right hand being a little underneath the club. She has the straight left arm at the top of the swing, which means distance, as the club is travelling in a wider plane and consequently has more leverage.

Miss Cecil Leitch has a powerful flat swing. The left arm, at the top of the swing, is the straightest among women golfers, which is a point worthy of special attention, as without this it is impossible to get the very long distance that is every one's ambition.

The average golfer will find it difficult to develop a very flat swing, which perhaps on the whole is a good thing—

GOLF FOR WOMEN

although I know of instances of long driving being done with it, but not with the same accuracy as is obtainable with a more upright swing.



FINISH OF UPRIGHT SWING.

Miss Gladys Ravenscroft.

WOODEN CLUB PLAY

CHAPTER IV

WOODEN CLUB PLAY

THE satisfaction that is derived from a good tee shot is generally acknowledged to be one of the most pleasurable sensations that golf can afford—no matter who the player or what her handicap may be. It is a popular fallacy that skill in the swing of the driver can compensate entirely for the lack of strength ; and for this reason lack of distance is undoubtedly and naturally the weak spot in women's golf as far as the long game is concerned.

There is an old saying that the golfer who can putt is a match for anyone ; but

GOLF FOR WOMEN

I do not think this is true nowadays, because there is much more of the game to be played before getting on to the green than there used to be. To cope with the resiliency of the rubber-cored ball, courses are not only longer but they are also heavily bunkered, so that unless a player can drive a reasonable distance and can keep in the right direction there is little chance of competing successfully with anyone who drives a long straight ball.

It is possible, however, to get distance and direction without great physical strength by cultivating a good swing. Miss Bertha Thompson, open lady champion in 1905, has proved this: a good swing and perfect timing brought her into the front rank of lady golfers.

WOODEN CLUB PLAY

THE DRIVER

The length of the shaft of the driver has considerable influence on the shot, and I advise players with a short reach to use a club about 43in. in length. This will help the distance considerably. But a player with long arms will naturally have a decided advantage, as she can use a shorter club, which means that she will have more control over it, especially in the matter of direction.

It is a good thing to have a little "give" in the shaft of the driver. As a matter of fact, there is sadly too much "give" in shafts nowadays; an exuberance of "give" makes itself felt all the way down instead of just under the grip. A little "give" under the grip helps and makes the player feel the weight in the club head.

GOLF FOR WOMEN

A club that feels like a walking-stick should be discarded.

After a pupil has had six or more lessons, she should begin to see what results she can obtain without her instructor. By this time the grip, stance, and swing should come fairly naturally, and when actually making the stroke the player should try to forget all the precepts of the professional so far as little details are concerned, as it is impossible to think what the arms, hands and feet are doing while the club is in motion. I say to my pupils at this stage—"There is the ball teed up; hit it as naturally as you can. If you stand too long thinking about this and that you will get mesmerised, and then you won't be able to hit anything."

I must emphasise the point of having

WOODEN CLUB PLAY

the hands well down just before starting the swing, as everything depends on the up-swing: the hands must be in a position that will allow them to start the club correctly: it matters little if the toe of the club is slightly off the ground when addressing the ball. This often happens when the wrists are bent downwards, as they should be. I find most beginners have a tendency to arch the wrists. This is fatal, as it causes the club to be lifted instead of being swung round—as it should be.

THE BRASSIE

The brassie should be half an inch or an inch shorter than the driver and have the same "feel." It must be more upright, shallower in the face, and more lofted. The shallowness allows the club

GOLF FOR WOMEN

to hit the ball beneath its centre, which naturally causes it to rise. It follows, as a matter of course, that if the brassie is more upright than the driver the player must stand closer to the ball, and the up-swing will therefore be more upright—which is the only difference between the drive and the brassie shot. Should a particularly high shot be required to carry a bunker, the wrists should be loosened a little throughout the stroke. The swing should be still more upright, and care must be taken to allow for a slight swerve which the ball will take from left to right. The same principle applies to the spoon.

THE SPOON

The spoon is a very useful club, and I recommend it to women in preference to a cleek. It should be shorter in the shaft

WOODEN CLUB PLAY

than the brassie ; still more upright ; and should have more loft on it. The shaft should be stiffer, but the same depth of face will suffice. The spoon should be used when the lie is not good enough for the brassie ; and it is also useful in the rough when three-quarters of the ball can be seen. Many golfers, when they find themselves in the rough, take an iron to get out, whereas a spoon shot would often be easier. When the ball is " sitting up " in the rough the player must be careful not to ground the club, or it will probably go underneath the ball when the shot is made. The club should be kept on a level with the ball when addressing it, and there will then be a chance of hitting it cleanly.

I think it is a pity for any golfer to get into the habit of starting off the tee with

GOLF FOR WOMEN

an iron club, excepting, of course, in the case of a short hole. Many players get an idea that they cannot use wooden clubs, but this is only because they hold the club wrongly with the right hand. The right hand is generally too much under the shaft, which causes the club head to come down with the toe turned inwards, and this drives the ball into the ground and makes it go to the left. Even with a high tee, the ball will swerve quickly to the left and not carry any distance. A player who finds herself faced with this difficulty should study the previous article on "The Grip" and persevere with her wooden clubs, as it is most desirable to play each shot in the game with the club that has been specially designed for the purpose.



A FULL FINISH TO A FLAT SWING.

Miss Cecil Leitch.

IRON CLUB PLAY

CHAPTER V

IRON CLUB PLAY

IRON shots are exceedingly interesting, and in many respects they are more difficult than the full shots which are played with the wooden clubs, because distance has to be studied as carefully as direction.

The trouble with the iron club play of women, as a rule, lies in the fact that they use their iron clubs in the same way as their wooden ones, in so far as they let the weight of the body follow the club. Full cleek shots only should be played in the same way as a drive or a brassie shot, and the finish should correspond with the

GOLF FOR WOMEN

up-swing. In no three-quarter shots with an iron club should the *club head* take the lead: the *body* must take the lead from the top of the swing.

Another important point to remember is that the finish of all iron shots, with the exception of a full cleek shot, should not quite correspond with the up-swing: three-quarter iron shots should finish with only as much follow through as would correspond with a half swing.

For this reason it is not advisable to have tuition with the iron clubs at the same time as with the wooden clubs: the swing and the body movement are so different that in trying to master both at the same time the pupil confuses them one with the other. I therefore strongly advise that tuition should be given one



TOO MUCH FOLLOW-THROUGH WITH THE IRON.

IRON CLUB PLAY

day with the cleek, another day with the mid-iron, and so on.

THE CLEEK

The cleek should be taken first (if there is one of the set instead of a spoon). Personally, I have no use for a cleek, as I much prefer a baffy spoon; but I know champions who are exceedingly fond of their cleeks. It is a good thing to have a little loft on a cleek, as this will make it easier to play with.

I am often asked if the cleek should be used in the same way as the driver, or if it must be played like an iron. Some shots with the cleek should be just the same as with the driver; for instance, when the ball is lying well and a full shot is needed with the wind. The three-quarter cleek shot (which should be played

GOLF FOR WOMEN

like an iron) is advisable when the ball is not lying so well and the shot is up against the wind. It is always better to play an *easy cleek* shot than to *force* an *iron* shot. As it is fatal to try to get too far with an iron club, it always proves the best policy to take a stronger club and play an easy shot. The full cleek shot is wanted when the brassie will send the ball too far ; and the main point to remember is to keep the left arm as straight as possible during the stroke.

THE PUSH SHOT

We now come to the much-discussed "push" shot, which should be used for every shot with an iron club from the three-quarter shot with the cleek down to a chip shot with the mashie. All these shots should be played with one

IRON CLUB PLAY

object—that is, to put back-spin on the ball, which is the only way to make it fly straight and at the same time to get stop on it after its pitch.

The first thing to learn about this shot is where the ball should be hit to produce most back-spin. In the three-quarter cleek shot three parts of the face of the club should be below the centre of the ball at the moment of impact. The next thing to find out is *how* to hit the ball there and take the turf from under the front of the ball. In the correct stance for this shot the right foot is a little in advance of the left, with the ball more nearly in a line with the left heel than with the right, and the hands in a dead line with the ball. The knees should be slightly bent and most of the weight should be on the right foot.

GOLF FOR WOMEN

The up-swing should be wide and upright. It can be made wide by keeping the left arm straight (thus making it part of the club) ; and it can be made upright by pivoting as little as possible from the waist ; this is important, as, having arrived at the top of the swing, the player should feel a good deal of pressure on the left knee and big toe ; and if the left arm has been made part of the club it will be short of the horizontal. Now the whole secret of the shot lies in *leading with the body* from this position. It is useless to wait for the club to take the lead : the body must be kept slightly ahead of the club ; this will prevent the club from coming into contact with the ground until after the ball has been hit.

The follow through should be stopped as soon *after* contact with the turf as

IRON CLUB PLAY

possible. This will help the player to use her wrists well and to hit more firmly than if the shots were played with a long follow through. It is not possible with a three-quarter cleek shot to finish with the club face square on to the direction aimed at, but with shorter shots this should be done; and to achieve it the player should not let the club head get in front of her hands at the finish.

A common fault in clean-hit iron and mashie shots is for the ball to finish away to the left. The cause of this is that, at the impact, the hands are late, which may be caused either by the hands being a little behind the ball when addressing it, or letting the club take the lead on the down-swing. My experience is that it is generally that the hands are a little behind the ball when addressing it.

GOLF FOR WOMEN

The distance of iron shots should be regulated by the length of the up-swing, not by the force with which the ball is hit. The ball should always be hit firmly : so, instead of taking a longish up-swing and hitting it slackly, it is better to take a shorter swing and hit the ball with decision. Firmness is the essence of accuracy.

All iron shots should be played on the principle of the " push " shot—as I am obliged to call it for want of a better name : the nearer the player gets to the green the more upright should the clubs be, so that she is naturally standing nearer to the ball and the swing will be straighter back.

In iron club play more pressure should be left on the left toe at the top of the swing than in wooden club play.

IRON CLUB PLAY

Some players carry one or two extra iron clubs, such as a driving iron, which is a very difficult club to use, and a mashie iron. The mashie iron is a very useful club; it should be not quite as strong as a mid-iron.

The finish of a three-quarter iron shot is shown in the illustration, but this is not the "push" shot that I recommend every one to aim at, as the ball has been hit up cleanly.



THE IRON.

Finish of the Three-quarter Shot.

THE MASHIE

CHAPTER VI

THE MASHIE

APPROACHING is a very fascinating part of the game of golf, especially if the player has mastered the shot that has to be hit down. The ball will then start on its flight fast and low and, practically dying when it reaches its highest point, will fall nearly straight, with still a little back-spin on it which will prevent it from running. The back-spin is caused by hitting the ball more beneath its centre than above it, before the club has reached the level of the ground (as described in the previous chapter on iron club play, in which I recommended the

GOLF FOR WOMEN

back-spin or push shot for every shot with an iron club, from a three-quarter cleek distance down to a chip with the mashie, for the reason that the ball with back-spin on it will fly straighter and keep in the air longer than a ball hit in any other way).

There are occasions, however, when a different type of shot is required, and I now propose to show when these are necessary.

There are four correct ways of hitting the ball when the player is within one hundred yards of the pin. These are:—
1, The back-spin or push shot; 2, the cut shot; 3, the pitch and run shot; and 4, the run-up approach. There is still another approach shot, which I call the wrist shot, but I advise every one to avoid it.

THE MASHIE

I. THE BACK-SPIN OR PUSH SHOT

When playing this shot with the mashie the player is naturally nearer to the hole than when it is hit with any other iron club ; therefore, the stance becomes more open, and this will cause the player to face round to the pin more, while the up-swing will become straighter. All this will happen naturally by altering the stance, but in the up-swing care must be taken not to let the club head go outside the ball ; the club must come straight back.

To make the back-spin shot successfully with the mashie the player should bend the knees slightly and keep the weight of the body mostly on the right foot : the hands should still be in advance of the club head, and the left

GOLF FOR WOMEN

elbow should be bent outwards slightly ; the wrists should be kept straight and fairly taut on the up-swing, and they must not be turned in any way : as the club is taken up, the left arm becomes part of the club again until the ball has been hit, and the club head must not be allowed to get in front of the hands when coming down.

As the player comes nearer to the hole she will naturally shorten her grip, but the club should never be gripped below the leather. The turf taken by the back-spin or push shot should be straight.

2. THE CUT SHOT

This shot is absolutely necessary on certain occasions—as, for instance, when the player is behind an obstacle and the ball must be made to rise quickly. For



AN IDEAL FINISH FOR THE BACK-SPIN
SHOT WITH THE MASHIE :

The face of the club is square to the hole.

Mrs. Crawshay Williams.

THE MASHIE

this shot, which is quite simple, the player ought to face the hole more than when playing the back-spin shot, and the club must not be gripped too tightly. The mere act of turning to face the hole will alter the plane of the swing; the club head will go outside the ball, and must come down inwards towards the player, so that it hits the ball a glancing blow and produces left-to-right spin: this spin on the ball makes it swerve.

The hands should finish in a line with the club head, and the turf which is taken in front of the ball should point to the left. This shot is practically the same as the back-spin or push shot, excepting that the plane of the swing is altered by modifying the stance. It is very much used and is probably more often employed than any other shot for

GOLF FOR WOMEN

approaching from a distance inside eighty yards. Nevertheless, I do not recommend this shot unless it is absolutely unavoidable, for this reason—in the cut shot the player has three very important things to do: She must judge the distance accurately; hit the ball correctly; and allow just the right amount for the swerve of the ball: whereas with the back-spin or push shot she has only to hit the ball properly and judge the distance.

3. THE PITCH AND RUN SHOT

This shot should be used when the ground is fairly true up to the hole, and is generally about half carry and half run. The nearer the player is to the hole the less carry will be needed, and more run should be allowed for in proportion.

THE MASHIE

The pitch and run shot is very useful on a fast course where the green is not shut in with bunkers. The stance is the same as for the back-spin or push shot, but the player must not hit down on the ball so much : it is better to make a straightforward shot without trying to put any spin on the ball at all. All this will happen naturally if the player feels less pressure on the left knee and toe at the top of the swing. The plane of the swing should be the same, but it is best to hit straight through the ball and take very little turf ; in fact, it is only necessary just to take the top of the grass.

4. THE RUN-UP SHOT

This shot is very useful when the ground is good in front of the green and there are no bunkers to negotiate. It

GOLF FOR WOMEN

may be made from any distance within sixty yards and should preferably be played with an iron, with as little carry as possible. If there is hardly any carry this will show that the shot has been played correctly. Discretion must be used as to when this shot should be played, but when the pitch and run shot would be difficult the player should take the mid-iron and stand more in front of the ball than usual. The ball should be just inside the right toe ; most of the weight should be on the *left* foot ; and the club head should be kept as near the ground as possible throughout the shot.

THE WRIST SHOT

We now come to the shot that inexperienced golfers imagine is the correct way to hit the ball with the mashie,

THE MASHIE

putting hardly any spin on it. Instead of being hit down, the ball is hit up with loose wrists, and no turf is taken. The ball generally finishes to the left of the pin. This shot is of no use. The pupil must learn to put back-spin on the ball, and this cannot be done with loose wrists.

Many people imagine that the mashie shot is a wrist shot, but this is a delusion. There are no purely wrist shots in the game of golf. There is far too much wrist work in the shots of inexperienced players; they constantly try to get the ball up into the air by bending the wrists up at impact. There is no need for this, for the simple reason that the club has loft on it for that express purpose.

THE NIBLICK AND BUNKER
PLAY

CHAPTER VII

THE NIBLICK AND BUNKER PLAY

GOLF courses are now being bunkered so plentifully that, after having mastered the mashie to a certain extent, the player will find it useful to invest in a special club for getting out of difficulties, and to learn how to use it. The most useful club for the purpose is, I find, a mashie-niblick, which is rather more like a niblick than a mashie. It is all that is required for getting out of bunkers, and it is also very useful for approach shots when a little more stop is wanted on the ball than usual. It is also indispensable in long tough

GOLF FOR WOMEN

grass, which is often found close to the green.

It is advisable not to try for distance when getting out of a bunker, as the effort will probably end in not getting out at all, and two or three shots may be wasted. The object of the player should be to get out at all costs with the first shot, even if she has to play back or to the side: she will then have a chance of making up for lost distance with a more suitable club.

There are, however, times when the player must take a chance of making a little headway out of a bunker; as, for instance, when it is lying well on the sand and not too near the face of the bunker, but the ball must not be taken too cleanly. The club should be gripped tightly, as this shot calls for a hard blow.



WRONG FINISH TO BUNKER SHOT.



THE NIBLICK AND BUNKER PLAY

The face of the club should lie away—that is, the toe should be turned out—and the player should face the direction aimed at with the weight, as much as possible, on the right foot. The feet should be screwed into the sand until the player has a firm foothold.

The club should be taken up abruptly with more of a lift than a swing ; the left arm should be taut ; the club will come down across the ball, on the same principle as the cut shot with the mashie, and the follow through should finish as soon as possible after it has passed the spot where the ball lay ; the club head should not be allowed to get in front of the hands. These instructions apply to a ball lying badly in a bunker, and the player should aim at taking the sand from underneath it.

GOLF FOR WOMEN

The same methods should be employed when the ball is lying clean ; but in that case the player must not dig so much, so the grip may be a little looser, and this will help the ball to rise into the air.

When in long grass within fifty yards of the pin the mashie-niblick should be used instead of the mashie, as it has more loft on it and is rather heavier. A great many strokes are wasted in long grass round the green ; and to avoid this the club must be held firmly, so that the tough grass will not turn the club head : there need not be much follow through, but the club head must pass the spot where the ball lay, as in the bunker shot. The hands should still be in a line with the club head at the finish. It is necessary to hit a little harder than if the ball is lying well, to allow for the



CORRECT FINISH TO A BUNKER SHOT.
Miss Chubb, Runner-up in Ladies' Championship.

THE NIBLICK AND BUNKER PLAY

grass getting between the club face and the ball. This shot resembles a chop shot, excepting that the club head must pass the spot where the ball lay; but the sooner it is stopped after that the better.

The best advice I can give about this shot is not to let the club head touch the grass behind the ball on the up-swing. This may seem very difficult, if not impossible, but by taking up the club abruptly the player can manage to touch very little grass behind the ball; and the shot should be well hit.

I should now like to say something about that very common fault—taking the eye off the ball. This is nothing more nor less than a form of mistiming, brought on by nervousness or over-anxiety, and has very serious results.

GOLF FOR WOMEN

When driving or playing certain other long shots, the player has only one object in view—to hit the ball as far as possible—which makes the shot chiefly a *physical* effort. Mashie and bunker shots also require a *mental* effort. When the player gets near the green the mind must be concentrated on the ball, and, to a certain extent also, on the hole, which makes the short game difficult.

The player, having more to think about, sometimes concentrates her attention too much on the hole and not enough on the ball, which confuses the mind. She must look at the ball, or the muscles will not respond to the mind; the movement will all go out of gear, sometimes becoming a snatch, and sometimes getting too slow through the stiffening of the muscles. The confusion in the

THE NIBLICK AND BUNKER PLAY

mind as to which to concentrate the attention on—the ball or the hole—causes the muscles to tighten up unconsciously ; the eye will not wait for the club to come down, and everything goes wrong. The moral is to take one good look at the hole, to judge the direction and strength of the shot, and then to concentrate all the attention on hitting the ball. “ Fluffed ” shots are caused by concentrating the attention on the hole instead of on the ball.

PUTTING

CHAPTER VIII

PUTTING

ONE of the peculiarities of putting is that the player must not look at the object aimed at (as in various other sports, such as shooting, billiards, etc.), but the eye must be kept *on the ball*.

The novice, as a rule, does not worry very much about putting. But many matches are won and lost on the green, so it is well to pay particular attention to this part of the game and to realise its importance. Some authorities contend that putters are born and not made. This is not my opinion. Anyone can learn to putt, because there is a right

GOLF FOR WOMEN

way and a wrong way to hit the ball ; and it is possible to acquire the art with patience and perseverance, though possibly a great deal of practice will be needed.

The best way to practise putting is to use only one ball. From fifteen to twenty minutes is long enough to practise at a time. When the player finds that she cannot concentrate her mind any longer on the ball it is time to leave off. Some players make the mistake of practising putting with three or more balls. It is just as difficult to hole the first as when playing a round. The second and third shots seem easier, as the player tries the same putt over again, and she generally succeeds in holing these. It is very difficult to keep the mind concentrated while five or six balls are being hit ; and

PUTTING

the result is that the last two or three are hit more or less carelessly.

I always think that the amateur golfer starts putting with a decided advantage over the professional, because a proper putter is included in every complete set of clubs. The professional has generally been playing golf for a number of years before a putter is part of his kit. The implement he has tried to learn to putt with is generally a cleek. The day comes when he must have a putter. He has to start learning how to putt all over again with an entirely different implement, and it is very difficult to get out of his old methods. The result is that he seldom succeeds in thoroughly mastering the more upright club, and some fifty per cent. of the professionals persist in using a putting cleek—which is far too flat, so that the

GOLF FOR WOMEN

club head, when soled, lies too far away from the player, which accounts for a great deal of bad putting.

After a competition it is quite a common thing to hear that a number of two-foot and yard putts have been missed by very good players ; and I notice that among the good putters about seventy-five per cent. use an upright club. I believe in the player getting as near the putter as possible, as there is then a much better chance of making the club head travel in a straight line. It really matters little what kind of putter is used if the player can get the sensation that the ball is going into the hole. Confidence is a great help in putting : nevertheless it is advisable to take every advantage on the green, and I recommend my pupils to stand well over the ball when putting.

PUTTING

For approach putting I advise the following methods to be adopted. It is immaterial whether the overlapping grip is used or not, but the club should never be gripped too tightly. Both hands should be slightly more underneath the shaft than with other shots, and both thumbs should be kept straight. The hands being slightly underneath the shaft will cause the elbows to point out a little, which seems to make it easier for the club head to travel in a straight line. The stance will be natural, with the weight inclining on the left foot, which should point towards the hole as much as possible. The club should be taken back with the left hand and arm, and the club head must be kept as close to the ground as possible. The right wrist must not be allowed to bend. The player

GOLF FOR WOMEN

will now hit naturally, follow through, and finish with the hands in a line with the club head.

For putts inside three yards one or two alterations should be made. The right hand should do all the work: the left elbow should point more at the hole: and the feet should be a little closer together. The club head should not come back so close to the ground: it should come back more abruptly, so that the player can hit slightly down on the ball (which should bite the turf a little). The follow through should only just pass the spot where the ball lay.

Stymies, of course, are a nuisance. However, it is necessary to learn how to play them.

To play a stymie correctly the mashie-niblick should be held very loosely.



A GOOD METHOD OF PUTTING.

The left elbow pointing at the hole. Hands in line with putter head.
Miss Lily Moore, English International.

PUTTING

The player must concentrate her mind on her own ball, aim at the left edge of the hole, and hit the ball a slightly glancing blow on the same principle as the cut shot with the mashie.

DIFFICULT SHOTS AND HOW TO
EXECUTE THEM

CHAPTER IX

DIFFICULT SHOTS AND HOW TO EXECUTE THEM

ONE of the hardest shots to play in the game of golf is when the ball has stopped short at the bottom of a hill with a hanging lie. The difficulty under these conditions is to get any height on the ball, and also to hit it a respectable distance. There is only one way to do this, and that is to take the brassie or baffy and hit the ball a glancing blow from right to left, which will make it fly from left to right.

To produce this slice the player must assume an open stance and face the

GOLF FOR WOMEN

object more than for an ordinary shot, with the weight mostly on the right foot. The ball should be in a line with the left toe or just outside it. The grip should be fairly loose. The club head should travel up in a line outside the ball, and there should be very little pivoting. The player will arrive at the top of the swing with more weight on the right foot than usual, and the club head will be further away from her head. Coming down she will have to give a decided duck—by which I mean, bend the right knee: this will help considerably to get at the bottom of the ball.

When standing above or below the ball, as the player is very often obliged to do on an undulating course, difficult shots of a rather different type present themselves. Often on a park course the ball

DIFFICULT SHOTS

falls behind trees, which generally call for the best shot that is in a player's bag. It may be that the player has to pull or slice intentionally, or possibly to keep the ball down under the branches. Or again, the green may be just beyond the tree, and it may be necessary to play a very high shot over it. To play shots of this description from a hanging lie it is necessary to see, before using a wooden club, that there is nothing much to carry immediately in front, as it takes the ball some time before it rises to any height. Should there be any obstacle within fifty yards, a mid-iron should be used: the loft on this club will take the place of a glancing blow with the wooden club.

Standing *above* the ball the player must use the full length of the club (if distance is wanted) and bend the knees

GOLF FOR WOMEN

a little when addressing the ball. The most important point in this shot is the body-movement in the up-swing. Care should be taken, now that the player is below her normal height, not to allow the body to be raised at all: it must be kept on the same level as when addressing the ball until it has been hit.

When standing *below* the ball the player should grip the club shorter and keep the wrists stiffer throughout the shot. It is necessary to stand more in front of the ball, which enables the player to allow for the natural pull that will result from standing below the ball.

If the player is stymied by a tree and is a wooden-club shot's distance from the object, I recommend the slice, because it is easier to get the left to right swerve,

DIFFICULT SHOTS

and it is far the more natural shot. The slice or left to right swerve is played exactly the same as the hanging lie shot, excepting that the exaggerated bend of the right knee is omitted on the down-swing. If it is absolutely necessary to play for a pull the player should put the right hand a little more under the shot and stand more in front of the ball. The right foot comes back two or three inches, and this allows the club to come in towards the player on the up-swing. There should be more pivoting from the waist than usual, and when the club has travelled three-quarters of the up-swing the right wrist should be turned in towards the player's head. She is then ready to hit the ball, but it is important to remember that the pull is not a *glancing* blow. To keep the ball

GOLF FOR WOMEN

low the wrists should be stiff throughout the shot, which will enable the player to shorten the up-swing and the follow through. The body should be forward and low.

Another very difficult shot is when the player has anything from a hundred and twenty to a hundred and eighty yards to go, with the wind behind, a bunker guarding the green, and also trouble to avoid beyond the green. This calls for a high shot without any run. The high shot with a following wind that has to be stopped inside a limited distance will naturally be the opposite of the low shot. Loose wrists and relaxed muscles are needed for this shot. The weight of the body should be kept on the right foot as much as possible, but the player must still feel a little pressure on

DIFFICULT SHOTS

the left knee and toe at the top of the swing. The ball should be hit up into the air.

A ball lying badly in long grass does not call for much science. The player must use the heaviest club in her bag, grip it tightly, and hit hard. It is, unfortunately, very easy to hit two or three inches behind the ball in long grass, which naturally ruins the shot. What is needed is something in the nature of a chop shot, which can be got by swinging the club up abruptly. This will make it easier to hit the ball close ; but there must be a little follow through. A ball that is sitting up in long grass is not such an easy shot as it may appear. When the player finds her ball in such a position care should be taken not to ground the club ; for if this is done, nine times out

GOLF FOR WOMEN

of ten the club will go under the ball. A baffy spoon or a brassie may be used for this shot, but when addressing the ball the club head must be kept on a level with the ball ; this will help to execute the shot correctly.

The water shot, out of a hazard or otherwise, has nearly become a thing of the past on account of the vogue of the non-floating ball. Confidence is the great thing that is required when mastering a difficult situation. Unfortunately we flinch at the last moment, which is the cause of many failures. When the ball in a water hazard is playable the niblick should be used to get it out ; the up-swing should be abrupt. See the ball, and hit as close to it as possible. There must be no flinching. Stand up to it and take a ducking.



A SUCCESSFUL SHOT OUT OF WATER.

The player has kept her eye on the ball and has not flinched from the splash.

DIFFICULT SHOTS

Shots out of heather are also difficult, and a baffy spoon is about the most useful club the player can use when the ball is lying in heather or bents, provided that it is not too bad a lie.

COMMON FAULTS AND HOW TO
CORRECT THEM

CHAPTER X

COMMON FAULTS AND HOW TO CORRECT THEM

THE commonest fault in golf is undoubtedly slicing, and it is the most difficult to correct, as it is a natural shot to make. A player may go on slicing indefinitely if she does not seek expert advice and act upon it. The strange thing about slicing is that the more the player does it the more she encourages a slice by standing farther behind the ball. The reason for this is that she naturally wishes the ball to finish somewhere on the fairway, and by standing behind it allows for the swerve she

GOLF FOR WOMEN

expects ; but this will never correct a slice.

The whole trouble lies not so much in the stance as in the position of the club just before the up-swing commences. The very bad slicer, as a rule, holds the club in too upright a position, which causes the hands to be too far away from the ground. This causes the club to go up too straight and scarcely any pivoting can be done. The weight has swayed to the right at the top of the swing, and the club head is pointing away from the player. Hitting with the club head at this angle must produce a blow from right to left, which will cause the ball to swerve from left to right.

The player must start the up-swing with the hands well down, which will allow the club to go round and the body

COMMON FAULTS

to pivot from the waist. If this is done the player will be able to see the club head at the top of the swing when taking a practice swing.

There is also the player who has just a slight swerve at the finish of her wooden club shots. This fault can often be corrected by turning both hands very slightly to the right in the grip. The slice is often confused with a shot that makes the ball go to the right without any swerve on it. This kind of shot is the result of the player having too much weight on the left foot at the top of the swing. The body and hands at impact are in front of the club head, which results in a pushed-out shot. This can best be cured by getting more on to the left toe instead of pivoting on the ball of the foot.

GOLF FOR WOMEN

Pulling is a less common fault, which generally comes either from a palm grip in which the right hand is too much under the shaft of the club, or a loose right hand at the top of the swing, caused by gripping too tightly at the beginning of the swing. Most players pull occasionally ; but an habitual puller can correct the fault by holding the club correctly.

Quite a common fault is the ball finishing to the left from iron club shots. This is caused by the player not having the hands forward enough when addressing the ball, with the result that at the top of the swing there is not enough weight on the left toe.

Hitting the ground behind the ball, another common fault, is caused by swaying or too much weight on the right foot at the top of the swing. To correct

COMMON FAULTS

this the player must bend the knees slightly when addressing the ball. Keep the weight on the right foot and pivot from the waist. If this is done, a distinct pressure should be felt on the left toe at the top of the swing.

Overswinging, which is a common fault among inexperienced women players, can be corrected by the player making the left arm as much part of the club as possible by keeping it straight throughout the shot.

Topping is quite a common fault. It is caused by the player being off her balance when hitting at the ball; in other words, she has swayed to the right with the club until the weight is nearly all on the right foot at the top of the swing. To correct this she must turn the right hip as soon as the club starts

GOLF FOR WOMEN

on the up-swing so that a distinct pressure is felt on the left knee and on the ball of the left toe. This will mean that the player is in a position that will allow of a more or less clean blow being made.

Socketing is certainly the most painful shot in the game, and I find the commonest cause of it is using the wrist too much in the up-swing. Another cause of socketing is taking the club round the corner on the up-swing, which makes the swing too flat. The club should be taken straight back from the ball without any apparent bending of the wrists. There is far too much wrist work in the approach shot as it is played by the majority of inexperienced golfers.

Hitting the ball off the toe of the club is caused by the player swinging the club abruptly, which causes it to come down

COMMON FAULTS

inside the ball. To correct this the player must make the club head take the lead on the up-swing, and let it come in towards her. A great many bad shots are put down to dropping the right shoulder ; this is really the result of the right knee being bent at the top of the swing. If the right hip is turned a little more on the up-swing the player will be less likely to sclaff.

Another fault often seen on the links is the left heel not touching the ground at the finish of the shot. This may result in the ball going in any direction. The player will easily know what is happening by being off her balance at the finish of the stroke. The cause of this is pivoting on the ball of the left foot, which turns the heel out, and it seldom gets back to its correct position. To remedy this

GOLF FOR WOMEN

fault pivot from the waist, and when raising the left heel transfer the weight to the ball of the great toe ; avoid pivoting on the foot.

SPECIAL HINTS FOR THE
SCRATCH PLAYER

CHAPTER XI

SPECIAL HINTS FOR THE SCRATCH PLAYER

THE scratch golfer is like the wise man of the proverb: she knows enough to know that what she knows is but a drop in the ocean of knowledge. It is the best golfers, therefore, who are always seeking hints from the experience of other first-class players by means of which they may improve their own game, as even the most brilliant exponents of the game have their weak points.

The finest way to go on improving is, in my opinion, to watch the methods of the best players very carefully. If you

GOLF FOR WOMEN

are a close observer you will learn, from each of them in turn, something that would never come naturally to yourself, however long you may play. As they all have different methods it should be easy for the observer to find something that will help her own game, and this should be carefully noted and practised at the earliest opportunity.

Some people will not take the trouble to watch other players, unless they happen to admire their style or like them personally. This is a mistake, as although the favourite may be a great player, it does not follow that she can play every individual shot better than her opponent, so it is wise to watch the other player as well.

You may hear the remark that some well-known golfer does not drive very

SPECIAL HINTS

far, but her approaching and putting are far above the average. Now is the time to observe the short game, even should the player not impress you as a brilliant golfer. Another player will drive a tremendous distance, but her putting is weak. Take every opportunity of watching her drive, and take no notice of her putting. There is nothing like imitation and practice at golf.

Directing the ball in a strong wind is an art that can only be practised by the best of players. To be successful with this stroke it is necessary to have the command of the upright swing and of the flat swing. The upright swing helps to get the height : the flat swing keeps the ball low. Perhaps some day a genius may appear who will be able to alter the plane of the swing at will.

GOLF FOR WOMEN

Down wind the idea is to get the ball as high as possible. This can be done by standing just a little more behind the ball than usual, so that it is in a straight line with the left heel. The grip should be rather looser, and the up-swing more upright. Coming down, the player should throw her weight more on to the right leg and finish with the body at full height with the hands high.

Against the wind the player has to hold the club more firmly: the muscles will become more taut: the ball will be more behind (just to the left or midway between the feet): the up-swing will be stiff and short of the horizontal: the follow through curtailed as much as possible: and the body should finish low. The weight should be forward throughout the shot.

SPECIAL HINTS

Guiding the ball in a wind blowing on the player's *left* is most difficult. Some people play for a hook ; but this method must lack distance, as the ball, through having right to left spin on it, is fighting the wind all the way. The best way to play this shot is to alter the up-swing to a slightly more upright one. The result is like a shot that has been intended for a slight slice which has not come off.

Next we have the shot which is liked by the player who prefers to allow for a little hook, as she can out-distance her opponent who prefers to make the ball fly straight. With the wind blowing from the *right* a little pull is a decided advantage, as the ball is spinning with the wind : but I must confess I do not like to see a ball that bends in its flight

GOLF FOR WOMEN

unless it be absolutely necessary. To keep the ball flying straight the player must alter the up-swing and make it flatter. This will produce the same kind of shot that is called a "push"—that is, the ball goes to the right without any swerve on it. Should the wind be more behind than against the player, helping a pull, it is certainly wise to play for a pull; and the same remark applies to a little slice, as a few yards are gained by having the correct spin on the ball.

Should the player be off her drive she will find it useful to curtail the up-swing a little, as it is very easy to overswing unconsciously.

There are many good golfers playing to-day with their iron clubs set too flat. I do not know the reason for this, unless it be that the iron heads are mostly made

SPECIAL HINTS

in Scotland, where flat-lying iron clubs are very much used. Shots with these result in the ball being pushed or going direct to the right of the pin: but it does not follow that if the ball goes to the *left*, which is the commoner fault of the two, the iron clubs are too *upright*. If the iron clubs are too flat it will be wise to get the professional to set them up a bit.

I think it is possible for a great many good golfers to improve their approaching by learning to finish with the face of the club *square on to the hole*. I only know one good player who does this, and I candidly confess that it is quite recently that I have discovered that it gives the best results. Since adopting this method, my approaching has improved considerably. Most players finish either with

GOLF FOR WOMEN

the club facing *upwards* or with it facing *to the left*.

Another fault I was able to correct by carefully watching a great player was taking the club up far too much with the *left* hand instead of making right and left hands *work together equally*.

Approaching will come much easier if the player will take her club straight back from the ball without letting the left wrist bend or turn. This seems to make the up-swing more of a lift than a swing, and a good shot will result if the player finishes with the face of the club square on to the pin.

COMPETITION PLAY

CHAPTER XII

COMPETITION PLAY

ASSUMING that the player has acquired by now a sound knowledge of the best methods of accomplishing shots, there is presented to her a great field for exploration. It is the field of experience. There are many delicate inner workings in the game of golf. They are hard to define, but they are ever active, and the way to know them and be on terms with them is to seize every opportunity of engaging in keen rivalry. Experience is almost as much an essential of success as skill in hitting the ball ; and once the player has obtained a good idea of the

GOLF FOR WOMEN

rudiments of the pastime, I would recommend her to engage in as many club competitions and earnestly contested matches as possible. They constitute a splendid schooling.

In connection with competitions, I would advise her to choose as partner (where she is permitted a choice) a player who is a little better than herself. It is a great incentive to start out with the determination to be as good as somebody whom you recognise as your superior.

When an inexperienced candidate first goes to compete in the championship, she generally arrives several days before the event, and, in her keenness to tune her golf up to concert pitch, she plays far too much. As a consequence she is stale by the time that the all-important competition is due to begin.

COMPETITION PLAY

She should take a hint from the procedure of the more experienced golfer. I would recommend her to arrive three days before the start of the tournament, and play one round on the first day (a three- or four- ball match for choice, inasmuch as, in that kind of game, she will not be likely to try so keenly as in a single) ; two hard rounds on the second day ; and one round on the morning of the third day.

By that time she should know everything about the course that is worth knowing, and she will not be either tired or satiated with golf. Her zest will still be fresh, and that is everything.

The player will often find, during periods of practice, that one particular hole on the course becomes a bugbear to her. In the first round she hits a bad

GOLF FOR WOMEN

drive or some other faulty shot to that hole: and in succeeding rounds she makes the same mistake for some reason which she cannot understand. The explanation is wrapped up in the phrase "moral influence": she feels that she may repeat the failure, and promptly does so.

I submit that she simply must play this hole well before the championship begins, so as to be able to tackle it with confidence, and my advice to her is to settle down at it for a short time and practise the shot which has caused the trouble. Sooner or later she will play it properly, and when she has done that several times it will have no terrors for her.

It often happens that, just before a championship, a golfer goes off her putting or loses confidence in her putter.

COMPETITION PLAY

In such a crisis it is always good to look carefully round the professional's shop : one sometimes sees a club that takes the fancy, and that is half the battle. Still, I do not believe in changing putters without a lot of provocation. It is best to obtain a club that suits you, to learn to use it, and to remain faithful to it in all circumstances.

Which reminds me that a golfer who was meeting with much adversity on the green once asked me what was wrong with his putter. I examined it, and handed it back to him with the remark, delivered in complete innocence : " The putter is quite all right." Thereupon his friends roared with laughter. I think I know what view they took of the situation, and perhaps it is the correct view in four out of every five cases of the kind. Many

GOLF FOR WOMEN

a time in a championship I have cut down my cleek for use as a putter as a last resource. That has meant going back to my original method of putting with a flat club. After a round I have found that I could do nothing useful with either my shortened cleek or my putter. There seems to be no accounting for spells of bad putting : they come and go like colds and coughs.

I suppose it is solely a matter of temperament that many golfers are decidedly better at match play than at the score game, or *vice versa*. A weakness at one form or the other is not easy to overcome, even in the case of an admittedly good golfer, because it is more or less inherent ; but I still think that stroke play is the better test of golf all round.

COMPETITION PLAY

It is an excellent feature of the match game that you know exactly what you have to beat. But where there is great good reason for obtaining a result in strict accordance with the relative abilities of the contestants (as in a championship) I would have every match consist of thirty-six holes. Often it happens that the better player loses over eighteen holes, for the simple reason that the opponent gets down several long putts in the early stages and cannot afterwards be caught.

It is a good thing that the four-ball match has not come very largely into women's golf. In my opinion, it does more harm to one's game than any other form of rivalry. It discourages concentration, and anything that does that is bad.

METHODS OF FAMOUS PLAYERS.



CHAPTER XIII

METHODS OF FAMOUS PLAYERS

POSSIBLY this chapter will be the better for a few prefatory remarks. In previous contributions I have sought to explain up-to-date and orthodox playing principles. I am satisfied that these principles are best for the great majority of golfers, and that their adoption by young enthusiasts who hope one day to rise to excellence on the links cannot be other than a wise procedure. All the same, I realise to the full that there are geniuses who possess the ability to attain a very considerable measure of success in an unorthodox way.

GOLF FOR WOMEN

If, therefore, in discussing the methods of famous players, I find myself confronted with the circumstance that several very excellent golfers practise principles that are different from those which I have recommended, I would ask for recognition of the fact that there must be exceptions to every rule, and that every now and again there must arise a player who is a law unto herself. Nor would I suggest to so distinguished an individual that she should effect radical alterations in her style so as to make it sound in doctrine. If it has become more or less ingrained in her constitution and it suits her, she cannot do better than remain faithful to it, save for any distinctly minor changes which may suggest themselves to her mind as possible guides to still higher success.

METHODS OF FAMOUS PLAYERS

Judging by the victories of Miss M. Dodd and Miss G. Ravenscroft in America last year, our women golfers are still well ahead of their American cousins, and their superiority is due very largely, I think, to the severe schooling in the pastime which they have received on seaside links. Nearly all our best players have learnt their golf by the sea, where winds are constantly encountered ; and where, therefore, the devotee of the game is submitted to constant trials in such matters as preserving balance, controlling the club, hitting the ball "down" against the wind, lifting it up with the wind, and other essentials that bring out all that is best in a player. America is a country with a huge hinterland, and the fact that so many American players learn in places where a wind is

GOLF FOR WOMEN

seldom experienced accounts, I think, for their failure to reach the British standard. They are not skilled in the art of putting intentional spin on to the ball.

MISS MURIEL DODD

Miss Dodd, the present British and Canadian champion, who suddenly became famous at Turnberry in 1912, has a delightfully easy style. Like Harry Vardon, she seems to propel the ball by perfect timing of body movement rather than by forceful hitting with the arms and wrists. She has an upright swing, and, like all golfers who possess that attribute, she plays shots which are distinguished for the quickness with which they stop when the ball pitches. She times the down-swing beautifully ;

METHODS OF FAMOUS PLAYERS

otherwise, she would have to hit much harder in order to carry the distance which she reaches. Her wooden club play through the green is splendid. Her iron club play is not quite so vigorous as that of Miss Ravenscroft.

In other words, Miss Dodd does not practise the unadulterated "push shot"; she places her faith rather in a stroke which is something between the "push" and the plain "hit up." It is exceedingly effective. She is deadly with her jigger. It is within forty yards of the hole that she beats her opponents; her chip shots and putting are usually splendid. The secret of her excellence at these strokes is that she lets the club head follow the ball as far as possible. She has the right temperament for the game. When a trying situation presents

GOLF FOR WOMEN

itself, she seems just to think it over quietly for a few seconds and come to the conclusion that it would be silly to be annoyed or discouraged. That is indeed a valuable faculty.

MISS GLADYS RAVENSCROFT

Miss Ravenscroft, the British ex-champion and present United States champion, is a player of a different type from Miss Dodd. The former plainly endeavours to hit hard when making a full shot ; her golf is always marked by vigour. She drives a very long way. Her swing is fairly upright, and at the top there is a slight pause, during which she leans forward to the left, with the result that, at the instant of impact, the face of the club is turned slightly over on to the ball. Thus she introduces

METHODS OF FAMOUS PLAYERS

overspin, which makes her particularly good against the wind. Her brassie has rather more loft on it than is usual, but in effect this loft is reduced at the impact by reason of her being so far forward and the face of the club being, as I have already mentioned, turned over on to the ball in a small degree. She hits down on to the ball, and often takes a little turf. Her follow through with wooden clubs is just as far as it is possible to go.

Miss Ravenscroft uses her iron clubs beautifully, frequently bringing the push shot into play and giving her caddie plenty to do in the matter of replacing divots. Perhaps her most effective iron club is the mashie, which she employs from tremendous distances. For this shot she stands with the ball just inside the right foot, hits down on the object,

GOLF FOR WOMEN

and curtails the follow through. Unfortunately, she is not a born putter. When last I saw her play her stance for putting was such that she turned right round and faced the hole, but I expect that by now she has cultivated a habit of standing fairly straight and allowing the putter head to follow the ball. Like Miss Dodd and, indeed, nearly all other prominent lady golfers, Miss Ravenscroft has a splendid temperament for the game.

MISS CECIL LEITCH

Miss Cecil Leitch has been a little unfortunate, thus far, in failing to win the championship, but her golf gives me the impression that that honour cannot be much longer denied her. She has all the shots that are essential to success, and she attributes her excellence

METHODS OF FAMOUS PLAYERS

to a careful study of the methods of good players. She adopts an open stance, the most remarkable feature of which is the distance that she stands in front of the ball. Her grip is loose and her swing is flat. She has a slight sway and she also lets her right knee bend slightly during the up-swing so that at the top she is in something of a crouched position. All this is set right during the down-swing, for she hits very powerful drives which show a tendency to swerve from right to left.

Miss Leitch executes her iron shots strongly and correctly, taking the turf in front of the ball and curtailing the follow through. That means that the ball is always struck firmly. She approaches with her niblick, which she uses up to 100 yards. Wonderfully confident and brilliant, she

GOLF FOR WOMEN

has accomplished some extraordinarily good medal scores, but has not done herself justice in the championship. Her sister, Miss May Leitch, also has the making of a champion, which is remarkable for a left-handed player.

OTHER FAMOUS PLAYERS

Miss Doris Chambers, who recently won the championship of India ; Miss S. Temple, who swings flat at a nice pace and is lacking only in the matter of distance ; Miss Chubb, the runner-up at St. Annes last season, whose chief need is to keep complete control over her wooden clubs during the swing ; and Mrs. F. W. Brown, whose style is wholly sound, are other fine players.

Then there are Miss W. Martin Smith and Miss G. Bastin of the rising school :

METHODS OF FAMOUS PLAYERS

both employ good methods and are very promising. Miss Jean McCulloch, the Scottish champion, is in the same category. She has a flat swing, but does not raise the left heel during the up-swing—a most unusual circumstance in a prominent golfer. Miss D. Brooke, the Welsh champion, who, by the way, had her first instruction from me—will go far when she has acquired experience. Miss Jackson, the Irish champion, who, I believe, is entirely self-taught, drives a tremendous distance with a long swing.

SUITABLE COURSES

CHAPTER XIV

SUITABLE COURSES

I AM convinced that one of the greatest mistakes made by the majority of women golfers is the preference which they exhibit for playing on men's courses of full length, when shorter courses are equally accessible. In the ordinary way, the lady golfer is not physically endowed for the task of driving so far as a man. Her swing and her timing may be perfect, but she lacks that touch of power which means so much in the long game. Where she does stand a fine chance of excelling is in connection with the shots that demand skill rather than strength, and

GOLF FOR WOMEN

I think she is apt to destroy her opportunity in this direction by straining and worrying so constantly to obtain distance with the wooden clubs, which ordeal is inevitable when she plays on long courses.

A few lady golfers are undoubtedly capable of hitting the ball very wonderful distances, but I think that a course of 5,500 yards is long enough for any woman, and that anything longer is likely to lead merely to the survival of the physically strongest as distinct from the most skilful player. The good-length course for a man measures about 6,200 yards, and a difference of 700 yards is not too much to make in order to allow women to play the kind of game for which they are adapted. At places where the ladies start from forward tees on the

SUITABLE COURSES

men's course, those tees are seldom sufficiently far forward. I suppose that the average carry of a woman golfer is something like 130 yards and that of a man about 150 yards. Ray can carry 200 yards and even more at a pinch, but he is the Goliath of the game. It seems to me that, on most greens, the carries are generally too long for the lady members, save in the case of champions. A carry of 130 yards is ample for the purpose of testing even a good player ; the one who is capable of making the ball fly a longer distance will not lose anything by reason of the fact that she can manage the carry comfortably.

For women's golf I think the longest hole ought to measure about 430 yards, and there ought not to be many holes of that length. Still, it is right to give

GOLF FOR WOMEN

the exceptionally long driver a chance to profit here and there by her power, and the 430-yards hole she could reach with two perfect shots under normal conditions. There are far too many holes at which ladies need three strokes to reach the green. That expenditure is not to be condemned if the player cannot drive far, or if she makes the acquaintance of a bunker, but the hole which is bad is that at which the golfer needs a run-up or a short pitch from short of the green after two faultless wooden-club strokes. It is a type of hole which is found extensively on ladies' courses.

For women, 380 yards is an ideal length for a hole; it gives the good player a chance of getting up in two without undue straining, and it is not

SUITABLE COURSES

distressingly long for the less accomplished performer. I would have a good many holes of this kind on the ladies' links, and also five holes that could be reached from the tee with shots of varying strengths. Thus there might be one of 200 yards to give the powerful smiter a further chance ; and four other holes of, say, 180, 165, 140, and 100 yards.

When the championship took place at Portrush in 1911, the course, which is ordinarily very long, was completely revised so as to reduce its length considerably. This procedure, when possible, is wise when the ladies go to play their championship on a links suited for a first-class professional tournament. The premier event of women's golf has been decided on Hoylake, Westward Ho ! Deal, St. Andrews, and other links which,

GOLF FOR WOMEN

I feel sure, are too long to be suitable unless specially and appreciably shortened for the occasion. St. Annes-on-Sea, which was the scene of action in 1913, is excellent for ladies, because, although it is only slightly on the short side in the ordinary way, there are particularly good facilities for forward teeing grounds. Prestwick would be ideal in Scotland: the carries would be quite possible to women from advanced tees.

I sometimes wonder why the ladies do not occasionally choose an inland course for their championship. It is all very well to say that the true golf is to be found by the sea. Personally, I am satisfied that on the best inland courses the game is just as difficult and has the same characteristics as on sea-side links. True, there is less wind, but

SUITABLE COURSES

that would be a good thing from the point of view of a women's championship.

As a fitting conclusion to my remarks on the subject of "Golf for Women" I suggest the following lengths and weights of clubs :—

<i>Club.</i>	<i>Length.</i>	<i>Weight.</i>
Driver	41½ in.	12½oz.
Brassie	41 in.	12½oz.
Spoon	40 in.	12¼oz.
Cleek or Driving Iron ..	38 in.	13oz.
Mid-Iron	37 in.	13¼oz.
Mashie	36 in.	13½oz.
Mashie-Niblick	35 in.	14½oz.
Putter	34½ in.	14oz.

CAUSES OF FAILURE AND THEIR
REMEDIES

CHAPTER XV

CAUSES OF FAILURE AND THEIR REMEDIES

IMPRESSED by the belief that in a multitude of counsellors there is wisdom, I asked a number of well-known professionals to give me their views as to what they regarded as the most common causes of failure among women golfers and some possible remedies. The responses, for which I have to thank many old friends and splendid rivals, are exceedingly interesting. They are appended :—

I have found that the greatest fault that ladies are addicted to in endeavouring

GOLF FOR WOMEN

to propel the golf ball is their frantic effort to "follow through." They seem to think that in this lies their great salvation and fondly imagine that, when accomplished, a long ball must result. They appear discouraged and mystified when nothing of the sort occurs. In their endeavour to get through, they have forgotten the most important point of all, and that is to *hit* at the ball at a certain stage of the swing. They "follow through," it is true, but they allow the right shoulder to get in front of the hands and club head, with the inevitable result that the ball is floundered and "pushed away" to the right a most insignificant distance.

To cure this, I advise that a distinct hit be made at the ball when the club head is about half-way toward the ball

CAUSES OF FAILURE

on the downward swing, and as the club head actually meets the ball, *both* feet should be flat on the ground. By so doing a leverage is obtained that cannot be got when the body is poised on the toes. The flatfootedness allows this hit to be accomplished, and the club head to meet the ball with decision and vigour. It enables also the club head to move relatively quicker through, and consequently to get in front of the right shoulder and away on the projected line. Ladies! hit at the ball; the impetus with which the club head goes through will give you the sufficient "follow," which in turn will bring the right heel off the ground and prevent you looking as if you were glued to the earth.

J. H. TAYLOR.

GOLF FOR WOMEN

The most common fault in ladies' golf is in the movement of the wrist. I find that nearly all lady players turn the wrist the wrong way in starting the up-swing. To cure it: Instead of turning the face of the club so much towards the ball, as women generally do, they should turn it slightly away from the ball as soon as the club starts to go back. Another fault that ladies have is in trying to hit the ball with the weight of their bodies, thinking that as they are not usually so heavy as men, they must get the long ball by body action. If they will only let the club do the work, it will surprise most of them to find how easy it is to play golf without much exertion. A still head is a great help in both these faults.

HARRY VARDON.

CAUSES OF FAILURE

I have always held the belief that the majority of golfers, and more particularly ladies, handicap themselves by treating the ball as if it was a pearl of great price rather than a sphere of rubber that will stand hammering. My meaning is this : they do not hit hard enough. But I ought to qualify this statement by saying that it is of no use hitting until you have learnt how to time the swing. Many who think they hit hard use up their strength in the back-swing ; they snatch the club back so quickly that they lose control in the downward motion. My advice to lady players is that they should learn to take the club back slowly ; this should ensure a correct first movement, and having secured this, nothing remains but to hit with all the power they possess. Ladies are too delicate in the manner

GOLF FOR WOMEN

that they swing, and when they fail to obtain a decent length, they wonder why. The simple reason is that in their effort to swing in a rhythmic manner, they forget that the application of force is also a *sine qua non* to length.

E. RAY.

* * * *

I consider that the chief cause of failure on the part of ladies who play golf is their inability to get a sufficiently long "carry" with wooden clubs through the green, and I am of opinion that in the great majority of cases this shortcoming is due to the fact that they do not turn their wrists in the upward swing. The fault of a great many in playing short mashie shots is the same, i.e. not turning the wrists when taking the club back.

JAMES BRAID.

CAUSES OF FAILURE

Most ladies seem to me to swing the club far too quickly on the upward swing. They must lose the turning to a great extent. A steady swing back, taking care that the club head is carried about nine inches straight behind the ball, will avoid lifting the club too straight up. The left wrist must be kept quite easy. Do not cramp the wrists; let them work naturally and easily. And do not snatch the club back; let it swing gracefully. Just a word on iron play. Most ladies play their irons far too loosely. There is not enough compactness. They do not seem to me to play their irons in that nice, easy manner that brings steadiness and straightness. As in driving, they go up and down far too quickly, which is bound to kill the proper turning. I

GOLF FOR WOMEN

should advise brushing the body in the swing back with the left arm. Do not get the right elbow too high at the top of the swing ; keep it well in towards the right side. In the follow through, try not to get the hands in too soon ; give the head time. This will enable you to secure that snap with the wrists which leads up to successful iron play. In the follow through, push the hands well out straight to the point you are aiming at ; the club will then finish itself.

ALEX. HERD.

* * * *

In my opinion the most frequent cause of failure in women's golf is the weakness of their long iron shots. The swing is too long and loose and the bending of the elbows makes erratic shots. To correct

CAUSES OF FAILURE

this, I would advise a simple method. Let the club head lead until the left arm is at full stretch without any bend in the elbow. From the top of the swing, let the club lead, taking the right arm straight through the shot and well after the ball.

There is more power in this swing than in the long, loose, full shot, and it is far easier to control the ball in a wind.

JACK WHITE.

* * * *

Ladies are far too much impressed by length from the tee, and they spend too much time striving (against an impossible handicap) to obtain a reputation for long driving.

If they would apply themselves thoroughly to the short game, there is

GOLF FOR WOMEN

no handicap that I am aware of to prevent them becoming just as good as the best of men.

JAS. G. SHERLOCK.

* * * *

There are two points about women's golf that have always stood out to me as matters of great importance. They are the inability to get out of a bunker at the first time of asking, and a certain feeling of wanting to run before they can walk with regard to golf generally. Ladies never seem to realise that when they are unfortunate enough to get into a bunker they must content themselves with losing at least half a stroke. Rather do they attempt to make up for lost distance, with the result that, instead of getting out in one shot, they frequently play so many that their interest in the

CAUSES OF FAILURE

competition comes to an end in that bunker. I have always found in ladies a strange reluctance to hard practising. They seem to fancy that there is some loss of dignity in practising one shot until they have attained a degree of success. They all want to start from the first tee and play perfect golf for the whole 18 holes, without having to go through the drudgery of learning. As I have frequently pointed out to ladies, it is obviously impossible to play Chopin without having first learnt the notes. Try to get out of each and every bunker at the first attempt. It doesn't matter how far out, *but get out*, and when learning, do not expect to know all that is to be known in the first week. If the game could be learnt in such a short space of time, and with the minimum of trouble,

GOLF FOR WOMEN

it would not be worth playing. There is no proverb that links itself so closely to golf as “hasten slowly.”

JOSH. C. TAYLOR.

* * * *

My experience is that women are, as a rule, inclined to lose heart too soon on the links. Once they miss a tee shot or a mashie pitch—the latter being a very common failure among the fair sex—they will play the next shot very slackly. Every shot must be executed as seriously as though one's life depended on it. Of late years, ladies' golf has been steadily going downhill. Women will not practise as they did in days gone by; they prefer having a round with a friend—often a much better player than they. This, of course, makes them press, and upon

CAUSES OF FAILURE

reaching the eighteenth hole they feel hopeless. If ladies would only pay more attention to each club and go through the whole set more often, they would learn to play each club perfectly. I think the mashie and iron are the most difficult clubs for women. They never play either with that "nip" which we all appreciate. This shot should not be played quickly. Swing up steadily, then hit the ball with a sharp snap as though one were cracking a whip. But be sure that the arms follow through after the ball. At the finish, the wrists should be slightly bent.

TOM BALL.

* * * *

Some of the small but important matters in golf seem to be overlooked

GOLF FOR WOMEN

by ladies in general. Women do not practise sufficiently. The mode adhered to at present is without doubt one endless routine of friendly matches. It is practice of a kind, but not that which tends towards general improvement. Ladies as a rule obtain more professional advice than gentlemen, this perhaps being only natural, the latter scarcely having so much spare time. Nevertheless, I am still waiting to see a lady practising diligently each of the different strokes of golf. Make a point of ensuring a perfect method. It is noticeable that ladies in the majority, when using the mashie or even the niblick, keep their left wrist quite taut, never realising that the ball must be struck instead of being pushed or scraped.

H. MAYO.

CAUSES OF FAILURE

In most games, and nearly all physical exercises, woman is beaten by man, and I am afraid Nature has doomed her to that position. The male and female frames are somewhat different, and it is next to impossible that woman can ever be so muscular as man.

No woman throws a stone quite like a man, and there are few women who could compete with a man in that respect. Yet I, for one, would hesitate to say that women fail at golf. They only fail to come up to the standard attained by man, and I do not think they should be judged by that standard, but by one a deal lower. Physically, woman is not man's equal. If we make that allowance, women are quite as good players as men, and play in quite as good style, and of late years have improved enormously.

GOLF FOR WOMEN

But let us say that woman fails at golf because she does not attain man's degree of proficiency. Wherein lies the reason? Not lack of practice. Women nowadays play more than men, or at least as much. Not lack of instruction. They take heaps of lessons and make good pupils. It is because, as I have already tried to point out, they are not so well equipped physically. In driving, they frequently overswing, owing to their extreme suppleness and looseness of sinew. The wrists are invariably too loose, and there is an absence of "throw," so apparent in a man's downward stroke.

In iron and mashie play, here we find wrists that are apparently too weak to get that real snap action which is necessary for successful play, and generally speaking the swing is always too long. In bad

CAUSES OF FAILURE

lies and hazards women do not recover so well as the average man. At short chips and putting, honours are about easy.

The best advice I can offer to ladies is to endeavour not to overswing. It is better to have too short than too long a swing. Develop the forearm and wrists ; strong wrists are essential to good play. Learn to take the club back principally with the left hand, the left wrist being straight and stiff. Practise, but practise properly, and you will beat some men if you cannot beat all.

C. RALPH SMITH.

THE RULES OF GOLF

(As revised by the Rules of Golf Committee, 1907)

1. DEFINITIONS :—(a) The Game of Golf is played by two sides, each playing its own ball. A side consists either of one or of two players. If one player play against another the match is called a "single." If two play against two, it is called a "foursome." One player may play against two playing one ball between them, when the match is called a "threesome." Matches constituted as above shall have precedence of and be entitled to pass any other kind of match.
- (b) The game consists in each side playing a ball from a teeing-ground into a hole by successive strokes, and the hole is won by the side which holes its ball in fewer strokes than the opposite side, except as otherwise provided for in the Rules. If the sides hole out in the same number of strokes, the hole is halved.
- (c) The "teeing-ground" is the starting-point for a hole and shall be indicated by two marks placed in a line as nearly as possible at right angles to the course. The hole shall be $4\frac{1}{4}$ inches in diameter, and at least 4 inches deep.
- (d) The "putting-green" is all ground within 20 yards of the hole, except hazards.
- (e) A "hazard" is any bunker, water (except casual water), sand, path, road, railway, whin, bush, rushes, rabbit-scape, fence or ditch. Sand blown on to the grass, or sprinkled on the course for its preservation, bare patches, sheep tracks, snow, and ice are not hazards. Permanent grass within a hazard is not part of the hazard.
- (f) "Through the green" is any part of the course except hazards and the putting-green which is being played to.
- (g) "Out of bounds" is any place outside the defined or recognised boundaries of the course.
- (h) "Casual water" is any temporary accumulation or water (whether caused by rainfall or otherwise) which is not one of the ordinary and recognised hazards of the course.
- (i) A ball is "in play" as soon as a player has made a stroke at the teeing-ground in each hole, and remains in play until holed out, except when lifted in accordance with the Rules.
- (j) A ball has "moved" only if it leave its original position in the least degree and stop in another; but if it merely oscillate, without finally leaving its original position, it has not "moved."

THE ART OF GOLF

- (k) A ball is "lost" if it be not found within five minutes after the search for it is begun.
- (l) A "match" consists of one round of the Links, unless it be otherwise agreed. A match is won by the side which is leading by a number of holes greater than the number of holes remaining to be played. If each side win the same number of holes, the match is halved.
- (m) A "stroke" is any movement of the ball caused by the player, except as provided for in Rule 3, or any downward movement of the club made with the intention of striking the ball.
- (n) A "penalty stroke" is a stroke added to the score of a side under certain rules, and does not affect the rotation of play.
- (o) The "honour" is the privilege of playing first from a teeing-ground.
- (p) A player has "addressed the ball" when he has taken up his position and grounded his club, or if in a hazard, when he has taken up his position preparatory to striking the ball.
- (q) The reckoning of strokes is kept by the terms—"the odd," "two more," "three more," etc., and "one off three," "one off two," "the like." The reckoning of the holes is kept by the terms—so many "holes up," or "all even," and so many "to play."

2. A match begins by each side playing a ball from the first teeing-ground. The player who shall play first on each side shall be named by his own side. The option of taking the honour at the first teeing-ground shall be decided, if necessary, by lot. A ball played from in front of, or outside of, or more than two club lengths behind the marks indicating the teeing-ground, or played by a player when his opponent should have had the honour, may be at once recalled by the opposite side, and may be re-teeed without penalty. The side which wins a hole shall have the honour at the next teeing-ground. If a hole has been halved, the side which had the honour at the previous teeing-ground shall retain the honour. On beginning a new match the winner of the long match in the previous round shall have the honour, or if the previous match was halved, the side which last won a hole shall have the honour.

3. If the ball fall or be knocked off the tee in addressing it, no penalty shall be incurred, and it may be replaced, and if struck when moving no penalty shall be incurred.

4. In a threesome or foursome the partners shall strike off alternately from the teeing-grounds, and shall strike alternately during the play of the hole. If a player play when his partner should have done so, his side shall lose the hole.

5. When the balls are in play, the ball further from the hole

RULES OF GOLF

which the players are approaching shall be played first, except as otherwise provided for in the Rules. If a player play when his opponent should have done so, the opponent may at once recall the stroke. A ball so recalled shall be dropped, in the manner prescribed in Rule 15, as near as possible to the place where it lay, without penalty.

6. The ball must be fairly struck at, not pushed or scraped, nor spooned, under penalty of the loss of the hole.

7. A ball must be played wherever it lies or the hole be given up, except as otherwise provided for in the Rules.

8. Unless with the opponent's consent, a ball in play shall not be moved, nor touched before the hole is played out, under penalty of one stroke, except as otherwise provided for in the Rules. But the player may touch his ball with his club in the act of addressing it, provided he does not move it, without penalty. If the player's ball move the opponent's ball through the green, the opponent, if he choose, may drop a ball (without penalty) as near as possible to the place where it lay, but this must be done before another stroke is played.

9. LOOSE IMPEDIMENTS.—In playing through the green any loose impediment (not being in or touching a hazard) which is within a club length of the ball may be removed. If the player's ball move after any such loose impediment has been touched by the player, his partner, or either of their caddies, the penalty shall be one stroke. If any loose impediment (not being on the putting-green) which is more than a club length from the ball be removed, the penalty shall be the loss of the hole.

10. Any vessel, wheel-barrow, tool, roller, grass-cutter, box or similar obstruction may be removed. If a ball be moved in so doing, it may be replaced without penalty. A ball lying on or touching such obstruction, or on clothes, nets, or ground under repair or covered up or opened for the purpose of the upkeep of the Links, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer the hole. A ball lifted in a hazard, under such circumstances, shall be dropped in the hazard.

A ball lying in a golf hole or flag hole, or in a hole made by the greenkeeper, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer the hole.

11. Before striking at a ball in play, the player shall not move, bend, nor break anything fixed or growing near the ball, except in the act of placing his feet on the ground for the purpose of addressing the ball, in soling his club to address the ball, and in his upward or downward swing, under penalty of the loss of the hole, except as otherwise provided for in the Rules.

12. BALL IN HAZARD.—When a ball lies in or touches a

THE ART OF GOLF

hazard, nothing shall be done to improve its lie; the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, subject to the following exceptions:—(1) The player may place his feet firmly on the ground for the purpose of addressing the ball. (2) In addressing the ball, or in the upward or downward swing, any grass, bent, whin, or other growing substance, or the side of a bunker, wall, paling, or other immovable obstacle may be touched. (3) Steps or planks placed in a hazard by the Green committee for access to or egress from such hazard may be removed, and if a ball be moved in so doing, it may be replaced without penalty. (4) Any loose impediments may be removed from the putting-green. (5) The player shall be entitled to find his ball as provided for by Rule 31. The penalty for a breach of this Rule shall be the loss of the hole.

13. A player or caddie shall not press down nor remove any irregularities of surface near a ball in play. Dung, worm-casts, or mole-hills may be removed (but not pressed down) without penalty. The penalty for a breach of this Rule shall be the loss of the hole.

14. BALL IN WATER.—(1) If a ball lie or be lost in water or in casual water in a hazard a ball may be dropped in or as far behind the hazard as the player may please, under penalty of one stroke; but if it be impossible, from want of space in which to play, or from any other cause, to drop the ball behind the hazard, the player may drop a ball at the side of the hazard as near as possible to where the ball lay, but not nearer to the hole, under penalty of one stroke. (2) If a ball lie or be lost in casual water through the green, or if casual water through the green interferes with the player's stance, the player may drop a ball, without penalty, within two club lengths from the margin directly behind the place where the ball lay, or from the margin nearest to the place where the ball lay, but not nearer to the hole. If the ball, when dropped, roll into the water, or rest so that the water interferes with the player's stance, it may be re-dropped, without penalty, as near to the margin as the nature of the ground permits, but not nearer to the hole. (3) In dropping a ball behind the spot from which the ball was lifted the player shall keep that spot, or, in the case of water, the spot at which the ball entered, in a line between himself and the hole. Wherever it is impossible to drop a ball as prescribed in sections (1) and (2) it shall be dropped as near as possible to the place where it lay, but not nearer to the hole. (4) If a ball lie in casual water on a putting-green, a ball may be placed by hand behind the water without penalty. The penalty for a breach of this rule shall be the loss of the hole.

RULES OF GOLF

15. **DROPPING THE BALL.**—A ball shall be dropped in the following manner:—The player himself shall drop it. He shall face the hole, stand erect, and drop the ball behind him from his head.

If the ball, when dropped, touch the player, he shall incur no penalty, and if it roll into a hazard it may be re-dropped without penalty. The penalty for a breach of this Rule shall be the loss of the hole.

16. **PUTTING-GREEN.**—When the balls lie within six inches of each other on the putting-green, or within a club length of each other through the green or in a hazard (the distance to be measured from their nearest points), the ball nearer the hole may, at the option of either the player or the opponent, be lifted until the other is played, and shall then be replaced as near as possible to the place where it lay. If the ball further from the hole be moved in so doing, or in measuring the distance, it shall be replaced without penalty. If the lie of the lifted ball be altered by the player in playing, the ball may be placed in a lie as nearly as possible similar to that from which it was lifted, but not nearer the hole.

17. Any loose impediments may be removed from the putting-green, irrespective of the position of the player's ball. The opponent's ball may not be moved except as provided for by the immediately preceding Rule. If the player's ball move after any loose impediment lying within six inches of it has been touched by the player, his partner, or either of their caddies, the penalty shall be one stroke.

18. When the ball is on the putting-green, the player or his caddie may remove (but not press down) sand, earth, dung, worm-casts, mole-hills, snow, or ice lying around the hole or in the line of his putt. This shall be done by brushing lightly with the hand only across the putt and not along it. Dung may be removed by a club, but the club must not be laid with more than its own weight upon the ground. The line of the putt must not be touched, except with the club immediately in front of the ball, in the act of addressing it, or as above authorised. The penalty for a breach of this Rule is the loss of the hole.

19. When the ball is on the putting-green, no mark shall be placed, nor line drawn as a guide. The line of the putt may be pointed out by the player's caddie, his partner, or his partner's caddie, but the person doing so must not touch the ground.

The player's caddie, his partner, or his partner's caddie, may stand at the hole, but no player nor caddie shall endeavour, by moving or otherwise, to influence the action of the wind upon the ball. The penalty for a breach of this Rule is the loss of the hole.

20. When on the putting-green, a player shall not play until the opponent's ball is at rest, under penalty of one stroke.

THE ART OF GOLF

21. **HOLING OUT.**—Either side is entitled to have the flag-stick removed when approaching the hole, but if a player's ball strike the flag-stick which has been so removed by himself, or his partner, or either of their caddies, his side shall lose the hole. If the ball rest against the flag-stick when in the hole, the player shall be entitled to remove the stick, and, if the ball fall in, it shall be deemed as having been holed out at the last stroke. If the player's ball knock in the opponent's ball, the latter shall be deemed as having been holed out at the last stroke. If the player's ball move the opponent's ball, the opponent, if he choose, may replace it, but this must be done before another stroke is played. If the player's ball stop on the spot formerly occupied by the opponent's ball, and the opponent declare his intention to replace, the player shall first play another stroke, after which the opponent shall replace and play his ball. If the opponent's ball lie on the edge of the hole, the player, after holing out, may knock it away, claiming the hole if holing at the like, and the half if holing at the odd, provided that the player's ball does not strike the opponent's ball and set it in motion. If, after the player's ball is in the hole, the player neglect to knock away the opponent's ball, and it fall in also, the opponent shall be deemed to have holed out at his last stroke.

22. **RUBS OF THE GREEN, ETC.**—If a ball in *motion* be stopped or deflected by any agency outside the match, or by the forecaddie, the ball must be played from where it lies, and the occurrence submitted to as a "rub of the green." If a ball lodge in anything moving, a ball shall be dropped as near as possible to the place where the object was when the ball lodged in it, without penalty. If a ball *at rest* be displaced by any agency outside the match, excepting wind, the player shall drop a ball as near as possible to the place where it lay, without penalty. On the putting-green the ball shall be replaced by hand, without penalty.

23. **VARIOUS PENALTIES.**—If the player's ball strike, or be moved by an opponent or an opponent's caddie or clubs, the opponent shall lose the hole.

24. When a player has holed out and his opponent has been left with a putt for the half, nothing that the player can do shall deprive him of the half which he has already gained.

25. If the player's ball strike, or be stopped by himself or his partner, or either of their caddies or clubs, his side shall lose the hole.

26. If the player, when not intending to make a stroke, or his partner or either of their caddies move his or their ball, or, by touching anything, cause it to move when it is in play, the penalty shall be one stroke. If a ball in play move, after the player has grounded his club in the act of addressing it, or, when in a hazard, if he has taken up his stand to play it, he shall be deemed to have

RULES OF GOLF

caused it to move, and the movement shall be counted as his stroke.

27. Except from the tee a player shall not play while his ball is moving under penalty of the loss of the hole. If the ball only begin to move while the player is making his upward or downward swing, he shall incur no penalty for playing while it is moving, but is not exempted from the penalty stroke which he may have incurred under Rules 9, 17, or 26, and, in a foursome, a stroke lost under Rule 26 shall not, in these circumstances, be counted as the stroke of the player so as to render him liable for having played when his partner should have done so.

28. If the player, when making a stroke, strike the ball twice, the penalty shall be one stroke, and he shall incur no further penalty by reason of his having played while his ball was moving.

29. If a player play the opponent's ball his side shall lose the hole, unless (1) the opponent then play the player's ball, whereby the penalty is cancelled, and the holes must be played out with the balls thus exchanged, or (2) the mistake occur through wrong information given by the opponent or his caddie, in which case there shall be no penalty, but the mistake, if discovered before the opponent has played, must be rectified by placing a ball as near as possible to the place where the opponent's ball lay.

If a player play a stroke with the ball of a party not engaged in the match, and the mistake be discovered and intimated to his opponent before his opponent has played his next stroke, there shall be no penalty, but if the mistake be not discovered and so intimated until after the opponent has played his next stroke, the player's side shall lose the hole.

30. LOST BALLS AND OUT OF BOUNDS.—If a ball be lost, except as otherwise provided for in the Rules, the player's side shall lose the hole; but if both balls be lost, the hole shall be considered halved.

31. If a ball lie in fog, bent, whins, long grass, or the like, only so much thereof shall be touched as will enable the player to find his ball, but if a ball lie in sand, the sand shall not be touched. The penalty for a breach of this Rule shall be the loss of the hole.

32. If a ball be played out of bounds, a ball shall be dropped at the spot from which the stroke was played, under penalty of loss of the distance. A ball played out of bounds need not be found.

If it be doubtful whether a ball has been played out of bounds another may be dropped and played, but if it be discovered that the first ball is not out of bounds, it shall continue in play without penalty.

A player may stand out of bounds to play a ball lying within bounds.

33. ASKING ADVICE.—A player shall not ask for advice from

THE ART OF GOLF

anyone except his own caddie, his partner, or his partner's caddie, nor shall he willingly be otherwise advised in any way whatever, under penalty of the loss of the hole.

34. **BALL CRACKING.**—If a ball split into separate pieces, another ball may be put down where the largest portion lies, or if two pieces are apparently of equal size, it may be put where either piece lies, at the option of the player. If a ball crack or become unfit for play, the player may change it on intimating to his opponent his intention to do so. Mud adhering to a ball shall not be considered as making it unfit for play.

35. Where no penalty for the breach of a rule is stated, the penalty shall be the loss of the hole.

36. **DISPUTES.**—If a dispute arise on any point, the players have the right of determining the party or parties to whom it shall be referred, but should they not agree, either side may refer it to the Rules of Golf Committee, whose decision shall be final. If the point in dispute be not covered by the Rules of Golf, the arbiters must decide it by equity.

37. An umpire or referee, when appointed, shall take cognisance of any breach of rule that he may observe, whether he be appealed to on the point or not.

SPECIAL RULES FOR STROKE COMPETITIONS

1. In stroke competitions, the competitor who holes the stipulated course in fewest strokes shall be the winner.

2. If the lowest scores be made by two or more competitors, the tie or ties shall be decided by another round to be played on the same day. But if the Green Committee determine that to be inexpedient or impossible, they shall then appoint the following or some subsequent day whereon the tie or ties shall be decided.

3. New holes shall be made for Stroke Competitions, and thereafter before starting no competitor shall play on any of the putting-greens, nor shall he intentionally play at any of the holes nor on to any of the putting-greens, under penalty of disqualification.

4. The scores for each hole shall be kept by a special marker, or by the competitors noting each other's scores. The scores marked ought to be called out after each hole, and on completion of the round the cards shall be signed by the marker, under penalty of disqualification, and handed in. Competitors must satisfy themselves before the cards are handed in that their scores for each hole are correctly marked, as no alteration can be made on any card after it has been returned. If it be found that a score returned is below that actually played, the competitor shall be disqualified. For the addition of the scores marked the Secretary or his deputy shall be responsible.

RULES OF GOLF

5. If a competitor play from outside the limits of the teeing-ground, the penalty shall be disqualification.

6. If a ball be lost (except as otherwise provided for in the Rules of Golf), the competitor shall return as near as possible to the spot from which the lost ball was struck, tee a ball and lose a penalty stroke. The lost ball shall continue in play, if it be found before the player has struck another ball. The penalty for a breach of this rule shall be disqualification.

7. If a competitor's ball strike himself, his clubs or caddie, the penalty shall be one stroke.

8. If a competitor's ball strike another competitor, or his clubs or caddie, it is a "rub of the green," and the ball shall be played from where it lies. If a competitor's ball which is at rest be moved by another competitor or his caddie, or his club or his ball, or by any outside agency excepting wind, it shall be replaced as near as possible to the place where it lay without penalty.

9. A competitor shall hole out with his own ball at every hole, under penalty of disqualification. But if it be discovered before he has struck off from the next teeing-ground or, if the mistake occur at the last hole, before he has handed in his card, that he has not holed out with his own ball, he shall be at liberty to return and hole out with his own ball without penalty.

10. A ball may be lifted from any place under penalty of two strokes. A ball so lifted shall be tee'd if possible behind the place where it lay. If it be impossible to tee the ball behind the place where it lay, it shall be tee'd as near as possible thereto, but not nearer the hole. The penalty for a breach of this Rule shall be disqualification.

11. All balls shall be holed out under penalty of disqualification. When a competitor's ball is within 20 yards of the hole, the competitor shall not play until the flag has been removed under penalty of one stroke. When both balls are on the putting-green if the player's ball strike the opponent's ball the player shall lose a stroke. The ball nearer the hole shall, on request of the player, be either lifted or holed out at the option of the owner under penalty of his disqualification. Through the green a competitor may have any other competitor's ball lifted, if he find that it interferes with his stroke.

12. A competitor, unless specially authorised by the Green Committee, shall not play with a professional, and he may not willingly receive advice from any one but his caddie, in any way whatever, under penalty of disqualification.

A forecaddie may be employed.

13. Competitors shall not discontinue play nor delay to start on account of bad weather, nor for any other reason whatever, except such as is satisfactory to the Committee of the Club in charge of the competition. The penalty for a breach of this Rule is disqualification.

THE ART OF GOLF

14. Where in the "Rules of Golf," the penalty for the breach of any Rule is the loss of the hole, in Stroke Competitions the penalty shall be the loss of two strokes, except where otherwise provided for in these Special Rules.

15. Any dispute regarding the play shall be determined by the Rules of Golf Committee.

16. The Rules of Golf, so far as they are not at variance with these Special Rules, shall apply to Stroke Competitions.

RULES FOR THREE-BALL MATCHES

In matches in which three players play against each other, each playing his own ball (hereinafter referred to as "a three-ball match"), or in which one player plays his own ball against the best ball of two players (hereinafter referred to as "a best ball match"), the Rules of Golf shall apply, subject to the following modifications:—

1. Where, in a three-ball match, at any teeing-ground no player is entitled to claim the honour from both opponents, the same order of striking shall be followed as at the previous teeing-ground.

2. Except as hereinafter provided, the side whose ball is furthest from the hole shall play first, but a ball lying nearer the hole and belonging to one of that side may, at their option, be played before the ball lying furthest from the hole. If a player play when his opponent should have done so he shall incur no penalty.

3. If a player consider that an opponent's ball on the putting-green might interfere with his stroke he may require the opponent either to lift or to hole out his ball at the opponent's discretion.

4. If an opponent consider that the ball of another opponent might be of assistance to the player, he may require that it be either lifted or holed out at the other opponent's discretion.

5. If an opponent consider that his own ball might be of assistance to the player, he is entitled to lift it or hole out at his discretion.

6. If an opponent consider that the player's partner's ball might be of assistance to the player, he may require that it be either lifted or holed out at the player's partner's discretion.

7. In a three-ball match, a ball on the putting-green, which is moved by another ball, must be replaced as nearly as possible where it lay.

8. In a best ball match, if a player's ball move his partner's ball or an opponent's ball, the opponent shall in either case decide whether the moved ball shall be replaced or not.

9. If in a three-ball match a player's ball strike or be moved

RULES OF GOLF

by an opponent or an opponent's caddie or clubs that opponent shall lose the hole to the player. As regards the other opponent, the occurrence is "a rub of the green."

10. In a best ball match if a player's ball strike or be moved by an opponent or an opponent's caddie or clubs the opponent's side shall lose the hole.

11. In a best ball match if a player's ball (the player being one of a side) strike or be stopped by himself or his partner or either of their caddies or clubs that player only shall be disqualified for that hole.

12. In all other cases where a player would by the Rules of Golf incur the loss of the hole he shall be disqualified for that hole, but the disqualification shall not apply to his partner.

ETIQUETTE OF GOLF

The following customs belong to the established rules of Etiquette, and, although not authorised under the present code, should be strictly observed by all Golfers.

1. A single player has no standing, and must always give way to a properly constituted match.

2. No player, caddie, or onlooker should move or talk during a stroke.

3. No player should play from the tee until the party in front have played their second strokes and are out of range, nor play up to the putting-green till the party in front have holed out and moved away.

4. The player who has the honour from the tee should be allowed to play before his opponent tees his ball.

5. Players who have holed out should not try their putts over again when other players are following them.

6. Players looking for a lost ball must allow other matches coming up to pass them.

7. On request being made, a three-ball match must allow a single, threesome, or foursome to pass. Any match playing a whole round may claim the right to pass a match playing a shorter round.

8. If a match fail to keep its place on the green, and lose in distance one clear hole on those in front, it may be passed, on request being made.

9. Turf cut or displaced by a stroke should be at once replaced.

10. A player should carefully fill up all holes made by himself in a bunker.

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